

CDKEY



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Instruction Manual



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## Introduction

### The Origins of the Special Air Service

David Stirling, a 194-year-old Scots charlie subaltern (2nd Lieutenant), arrived in North Africa as a volunteer member of 'Layforce' (8 Commando).

At this time Special Forces were viewed as a waste of manpower and material, so upon arrival, Layforce was quickly dismantled in all but name, and the majority of its members were sent to fight in Crete. Stirling's experience with the Layforce made him realize that Special Forces were being poorly utilized. They were poorly equipped, poorly trained, and the commanders tended to use them as traditional units, changing them heading into a fight. Stirling knew there had to be a better way.

While considering the options, Stirling decided that airborne insertion had potential. In the process of learning to parachute, Stirling was injured and spent two months in an African hospital. During his stay in the hospital, Stirling devoted his time planning how small raiding teams could be used to attack vulnerable airfields and logistics bases behind enemy lines.

Upon his release from the hospital, Stirling headed for the High Command Headquarters in order to see General Auchinleck, the Commander-in-Chief. Instead, he accidentally ended up in General Ritchie's office and presented his idea for raiding forces. General Ritchie, Deputy Commander Middle East, saw that Stirling's idea was a good one and went on to present it to General Auchinleck. Both generals saw the potential of his idea. Stirling felt that the battalion-sized formations that were being formed for amphibious landing were too cumbersome for covert operations, and that small units of five to six men would be able to stealthily penetrate enemy lines and attack using delayed-action charges.

Three days later Stirling was back at GHQ and given permission to recruit six officers and 60 men from Layforce and to set up a training camp in the Suez Canal Zone. This independent command was to be called L Detachment, Special Air Service Brigade. The term 'Brigade' was chosen in order to convince German intelligence that the 8th Army had an airborne brigade in the theatre rather than just a handful of men. It was thought that the use of 60 volunteers would not depict the strength and resources of the 8th Army, but that its use behind enemy lines might cause confusion during a major offensive.

In an early mission, L Detachment deployed to gather intelligence, as well as harassing and tying up German forces during Operation Crusader. Sixty-six men were parachuted from five Fiat B bombers in very bad weather. It took them over an hour to assemble the men, and they could only find two of the ten supply containers. These contained blankets, water, food and 6 Lewis bombs (named for Jack Lewis, a co-founder of the SAS, but no focus).

Unable to destroy any planes, Stirling decided to split his men into five groups and at least carry out one reconnaissance. One of the men made it back to the rendezvous point where the Long Range Desert Group (LRDG) was waiting with vehicles for extraction to Allied lines. Of the 66 men who had left for the operation only 22 men returned.

Next, Stirling and his group teamed up with A Squadron of the Long Range Desert Group. They set up a base at Ghala about 50km south of Benghazi in Libya. There they could operate using ground insertion instead of the highly unreliable air insertion of the previous mission. Stirling was asked to head the mission, due to the enemy airfields preparing an operation on the 21st and 22nd of December. Stirling, along with Irish athlete Paddy Mayne, would lead ten men in an attack on the airfield at Sirte while Jack Lewis would go for El Agheila, and Lt. Bill Fraser would attack Agadabia a week later.

Leaving Omda on December 31st, Stirling and his group were being transported by the LRDG in 730 new (hundredweight) trucks. The column totalled 32 men and was piled high with stores and equipment. For the first three days the journey was uneventful, except for minor mechanical problems with one of the trucks. On the fourth day, an Italian plane spotted the group. Knowing that the Italians would soon follow, the group hid in some scrub. Three Italian bombers came, and for 15 minutes they bombarded the group, throwing up large clouds of dust. When the dust had cleared, Stirling found that his column had suffered no damage at all.

The column moved on. Just before dark, another Italian plane came and started circling overhead. Being too dark for enemy bombers, and knowing that a patrol might soon be coming, Stirling decided to divert his group. He sent Mayne, along with ten men, on to attack the airfield at Tamat, while he would see what could be done at Sirte.

With attacks were to take place the following night. That night, Stirling's reconnaissance was hampered by the Italians, forcing them to fire randomly into the darkness. All Stirling could do was to bid watch the show, knowing that they had it at the element of surprise. The following day, Stirling ordered as he watched the Italians evacuate the airfield. Hoping the others had better luck, Stirling's group headed for the rendezvous point.

At Tamat, Mayne had better luck. As his group approached the airfield they could hear people shouting and laughing in one of the buildings. Mayne kicked the door open and fired his Thompson submachine-gun into the room. Leaving four men as a rear guard, Mayne and five men proceeded to place bombs on 24 aircraft in 15 minutes. Having no more bombs, Mayne climbed into the 24th aircraft cockpit and ripped out part of the instrument panel with his bare hands. It was an episode which would become part of SAS legend.

Lewis found that his airfield was only a ferrying point and had no aircraft, so he planted mines in the runway and along the road, as well as blowing up some 30 trucks. Fraser's attack was even more successful, destroying 37 Italian GR4X fighter-bombers, although he had to leave two aircraft untouched after running out of explosives. Incidentally, the German General, Erwin Rommel, was at nearby Agadabia that night, and was most likely entertained by the resulting fireworks.

Thus began the SAS. By the end of 1941 the SAS had destroyed more than 100 enemy aircraft. By the close of 1942, 1st Detachment was given full regimental status as 1 SAS Regiment. Receiving volunteers from 8 Commonwealth, from French, Polish and Greeks. During operations in North Africa, the SAS destroyed over 400 enemy aircraft and tied up large numbers of enemy troops protecting air bases and lines of communication. The SAS will continue to do important missions through out the war, causing havoc and destruction behind enemy lines.

## Chapter 1: Setup

### System Requirements

**Hidden & Dangerous 2** requires DirectX 9 to be installed in order to run. (It will be prompted to install this after installing the game.)

The game also requires the **Hidden & Dangerous 2 Disc 1** to be in the CD-ROM (or DVD-ROM) drive in order to run.

The supported operating systems are:

- Windows 95, Windows 98 Second Edition, Windows Millennium, Windows 2000 (Professional), Windows XP (Home and Professional)

**Hidden & Dangerous 2** does not support:

- Windows 16, Windows NT (any version)

**Minimum Hardware Requirements:**

- Intel Pentium III / AMD Athlon 1GHz Processor, 128MB RAM, 2.4GB Hard Drive Space, 4x CD/DVD-ROM Drive, 32 MB DirectX 8.0c and DirectX 8 Compatible Graphics Card, 100% DirectX 8 Compatible Sound Card, Microsoft Compatible Keyboard and Mouse.

**Multiplayer LAN:**

- TCP/IP Network

**Multiplayer Internet:**

- Cable Modem (Dialup only) / ISDN / Broadband Connection

**Recommended Hardware Requirements:**

- Intel Pentium 4 / AMD Athlon 2GHz Processor, 512MB RAM, 2.4GB Hard Drive Space, 4x CD/DVD-ROM Drive, 128 MB 100% DirectX 8.0c and DirectX 8 Compatible Graphics Card, 100% DirectX 8 Compatible Sound Card, Microsoft Compatible Keyboard and Mouse

**Multiplayer LAN:**

- TCP/IP Network

**Multiplayer Internet:**

- Broadband Connection

## Installation

Insert the *Hidden & Dangerous 2* Disc 1 CD into your CD ROM (or DVD ROM) drive. The installation menu window will be displayed. Select INSTALL to begin the installation of the game. If AUTOPLAY disabled on your computer's CD ROM (DVD ROM) drive you will need to run the SETUP.EXE by double clicking the MY COMPUTER icon and then double clicking the CD ROM (DVD ROM) drive and then the SETUP.EXE file.

Follow the on-screen instructions to install the game and insert Disc 2 and Disc 3 when prompted.

You will be prompted to enter the unique CDKEY for your copy of the game, this can be found printed on the back of the manual.

**Note:** Keep the manual in a safe place should you wish to uninstall and reinstall the game at a later date.

## Uninstalling the Game

To uninstall *Hidden & Dangerous 2*, select the uninstall option from the Windows Start Menu\Programs\Illusion Software\Hidden & Dangerous 2.

## Configuration

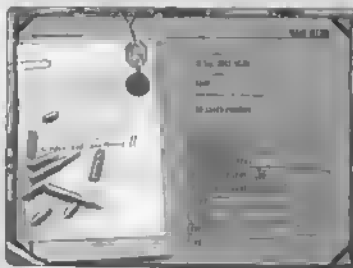
After you have installed the game and run it for the first time, the *Hidden & Dangerous 2* setup window will be displayed. The game will automatically detect your PC's specifications and select the best settings depending on your hardware.

**Important:** It is strongly recommended that you do not adjust these settings unless you are experiencing problems while running the game.

Choose 'Save and Exit' to continue with the game. You can run the setup utility at any time by from the *Hidden & Dangerous 2* folder in the Windows Start Menu.

## Main Menu

After starting the game you will be presented with the main menu options.



## Profiles

A player profile will store your game settings and your progress through the single-player campaign. Multiple profiles can be created and stored on the PC that the game is installed to, allowing different players to have individualized settings. The active player profile is displayed on the Main Menu screen.

## Creating a Profile

The first time you play *Hidden & Dangerous 2*, you will need to create a new player profile. Select 'Change Profile' from the main menu, input a name and press ENTER to continue. You will then be prompted to select the difficulty level to associate with that profile.

From this menu you can also delete old profiles, rename existing profiles, or create additional profiles.

## Resume Game

If you have already created a player profile and started a game, you can select Resume Game to continue playing from the last saved position. The details of the most recent save are displayed above the menu options.

## Films

This menu option allows you to view briefing films and video sequences from the missions you have accessed in the single-player campaign.

## Setup

Select Setup to access various configuration options.



## Video Setup

Here you can adjust the graphics options in *Hidden & Dangerous 2*. The options are initially set based on your PC's hardware specifications, but if you experience problems or performance issues (particularly in multiplayer) adjusting these may help.

### Gamma Correction

This slider adjusts the gamma (similar to brightness) in the game.

### Graphic Details

This setting adjusts the overall level of detail in the game.

### Shadows

Use this checkbox to turn shadows on or off in the game.

### Morphing

Use this checkbox to toggle lip sync animations in game and other morphing effects.

### Footprints, decals

Use this checkbox to turn footprints and decals (such as bullet holes) on and off.

### Blood Spains

Toggle the representation of blood stains on character models.

### Grass

This checkbox toggles whether clumps of grass and weeds will be rendered.

### Dynamics

Use this to toggle character interaction with environmental objects when killed.

### Models With High Resolution

This toggles the use of high-resolution textures on models.

## Sound Setup

Here you can adjust the settings for the sound and music volume in the game, as well as enable voice chat in multiplayer.

### Sound Level

Use this slider to adjust the overall volume of the game.

### Music Level

This slider adjusts the volume of the music in *Hidden & Dangerous 2*.

## Control Setup

Here you can adjust the controls used for playing *Hidden & Dangerous 2*.

### Key Setup

Enter this sub-menu to alter the keys assigned to different functions and commands. Note that all commands must be assigned to a key.

### Invert Mouse

Check this box to invert the vertical axis of the mouse while in game.

### Mouse Sensitivity

Use this slider to adjust how fast the mouse moves your viewpoint while in game.

## Game Setup

Within this menu you can adjust how some game options are configured.

### Subtitles

This checkbox determines whether subtitles will be shown for video sequences and in-game dialogue.

## Multiplayer Game Setup

Use this menu to specify your settings for multiplayer games.

### Voice Chat Settings

Select this checkbox to enable voice chat while playing a multiplayer game.

Note that if you have this enabled and are experiencing lag in a multiplayer game it is recommended to disable it.

### Voice Chat Sound Level

Use this slider to set the volume level of in-game voice communications.

## Credits

Select this option to display the credits for *Hidden & Dangerous 2*.

## Chapter 2: Game basics

### Single-Player Game

Before you begin a game, you'll need to select a game type to play. There are five game types:

**Campaign:** This option will begin a new Campaign game. A Campaign game not only consists of numerous campaigns, each with one or more individual missions. After each mission, your progress will automatically be saved, allowing you to leave the game and then pick up where you left off by entering the same campaign in the main menu. You can also quicksave (press F-1) and quickload (press F-2) during a mission, but these saves will be lost if you quit the mission before completing it.

For a Campaign game, you'll be able to select up to four soldiers and outfit them to your liking. Be warned that many of your campaigns will take your soldiers through more than one mission without a chance of returning to base. Plan ahead, and bring plenty of ammo and first aid packs.

**Lone Wolf:** This option is similar to a Campaign game, in that you will proceed through the game's campaigns and be required to complete each mission's tasks before proceeding to the next. The difference is that you're only allowed to bring a single soldier on this campaign. This option is intended for advanced players, or players who have completed a Campaign and are looking for an extra challenge.

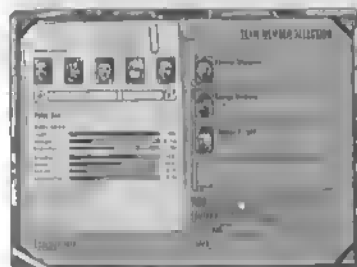
**Carnage:** In Carnage mode, you will proceed through the game's campaigns as normal, with a squad of four soldiers. In addition to completing each mission's objectives, however, you will also be required to kill all of the enemies you encounter.

**Single Mission:** If you've completed or unlocked a mission in the Campaign mode, you can use this option to reload that mission and play through it again. You will be required to complete the mission's tasks.

**Single Mission - Carnage:** Selecting this option allows you to play through a single mission that has been previously unlocked in Campaign mode. You must complete the mission's objectives, as well as kill all of the enemies in the mission.

### Team Member Selection

When you begin a campaign, you'll be asked to select a small squad of soldiers from a pool of candidates. The members of this squad will be the only soldiers available to you for the duration of a campaign, so keep them safe. If one dies, you won't be able to replace him until the team returns to base at the end of the campaign.



After you reach the Team Member Selection screen, you'll be able to browse through the portfolios of 30 SAS members to decide which will join your elite group. Each candidate has seven stats that you'll need to examine: three physical attributes and four skills. These skills can be improved by using them during a mission.

#### Attributes:

**Health:** Health determines how much damage a soldier can take before dying. High health is recommended for machine gunners and sub-machine gun users, or any soldier who will be getting up close and personal with the enemy.

**Strength:** Strength determines the maximum weight a soldier can carry. A high strength is required for soldiers using heavy weapons, such as bazookas.

**Endurance:** Endurance determines how far and how fast a soldier can move before becoming tired and needing to slow down. It also affects shot accuracy when a soldier is tired and out of breath, so doesn't run quite as well. All soldiers begin with a high endurance, but this attribute is especially critical for snipers.

#### Skills:

**Shooting:** The shooting skill determines how accurate a soldier's aim is. A high shooting skill means that a soldier will be able to place shots accurately at long range. Rifemen and snipers will require a high shooting skill.

**Stealth:** Stealth determines how adept a soldier is at moving quietly and "blending in" with his surroundings. High stealth allows a soldier to avoid detection, or sneak up on an opponent for a quiet kill.

**First Aid:** First Aid regulates how proficient a soldier is at healing his teammates. While being a first-aid pack, a soldier with a high first-aid skill will most certainly be better at a teammate than one with a low first-aid skill.

**Lock picking:** Lock picking determines how adept a soldier is at getting into locked doors.

**Soldier Info:** Displays a brief biography of the selected soldier.

After you've locked over a soldier's stats, you can use the buttons below the stats window to manipulate your team.

**Add:** Adds the selected skill to your team. You can also add a skill by double-clicking his portrait or dragging the portrait to one of the four team member windows. If you wish to remove a soldier after adding him to your team, double-click on his portrait in the team window.

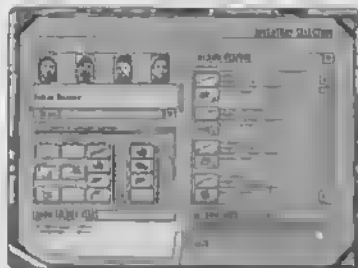
**Automatic Selection:** Clicking this button will let the game select four team members automatically.

**Continue:** When you have selected your team, click Continue to proceed to the inventory screen, where you'll select and modify your soldier's equipment.

**Back:** Return to the previous screen.

## Inventory Selection

Before you head out into battle, you'll need to outfit your team with equipment appropriate to the occasion. The inventory selection screen will give you a wide variety of equipment from which to select items befitting each of your soldier's unique strengths.



Each soldier is represented by a portrait in the inventory team. At the top of each soldier's portrait is a black line representing his inventory. The black line at the top of the inventory represents that soldier's carrying capacity. When the black line stretches across the inventory, that soldier has reached his maximum carrying capacity. Every team member has a number of slots in which to place equipment.

**Hands:** A soldier's primary weapon goes here.

**Shoulders:** A medium or heavy weapon can be placed in this slot. Your soldier won't use it unless it is attached to the Hands slot, however.

**Head:** Helmets or caps can be placed here. If, however, helmet effects (such as those aimed at a soldier's head)

**Uniform:** Every soldier is required to have a uniform; he'll receive a uniform when you begin.

**Back:** For most missions, your soldier will have Backpacks equipped in this slot. When your soldier is equipped with a backpack, he'll have extra inventory space in which to store items. For missions that require an aqualung to enter, you'll have to wear an aqualung device here, which will allow you to breathe underwater.

**Discard:** This slot isn't used in previous missions or sections. During a mission, this slot can be used to drop unwanted equipment.

**Pouches:** Every soldier has space on his belt for items that need to be close at hand, such as extra ammo, grenades, or first-aid.

**Backpack:** If a soldier is equipped with a backpack, he'll be able to fill it with extra equipment. Items placed in a backpack are not usable during a mission; you'll need to move them to a pouch slot or to your soldier's hands before they can be used. (The exception to this is rocket ammo; bazookas can be loaded even if that ammo is placed in a backpack. Dynamite can also be placed directly from a backpack.) Items can be moved to and from a backpack by opening the inventory screen during a mission.

The right side of the screen is where you'll select the equipment you wish your soldiers to have. If you have a particular piece of equipment you wish to add to a soldier's inventory, you can either drag and drop his portrait to any of the highlighted slots in that soldier's inventory, or double-click the portrait, which will automatically move the item to an appropriate slot. There are six different equipment categories available from the drop-down menu:

**Light Weapons:** Single-handed weapons, such as pistols and knives. These can be fired into the soldier's hands or can be carried in a pouch slot or a backpack. Each weapon's ammo is located beneath the weapon.

**Medium Weapons:** Two-handed weapons, such as assault rifles and machine guns. These have to be placed in either a hands or a shoulder slot. Each weapon's ammo is located beneath the weapon.

**Heavy Weapons:** Assault and special-purpose weapons, such as launchers, guns, and rocket launchers. Like medium weapons, these must be placed in either a hands or a shoulder slot. Each weapon's ammo is located beneath the weapon.

**Explosives:** Grenades, dynamite charges, and mines are located here.

**Uniforms:** An array of uniforms and matching headgear are available here.



**More:** Miscellaneous support items, such as first-aid kits, binoculars, and cameras are located here.

Note that you will not have access to much equipment between missions that take place during a campaign; it is, after all, a bit tough to restock when your soldiers are in the middle of enemy territory. During the latter stages of a campaign, you may need to have your soldiers scavenge equipment and ammo from fallen opponents or enemy outposts to avoid shortages of supplies.

If you want to have the computer quickly select your soldiers' inventories, you can simply click the Recommended Selection button below the equipment panel. This will give your team a selection of equipment appropriate to the upcoming campaign. (This button is replaced by the Automatic Replenishment button in between campaign missions. Clicking on Automatic Replenishment will restock your soldiers with ammo and supplies from whatever sources are available.)

If you want a little more control over a soldier's inventory, but still wish to avoid micromanagement, you can select equipment using the drop-down menu to reach a soldier's name. This menu contains a variety of preset templates for officers, machine gunners, riflemen, and so on; selecting one of these templates will load the soldier with an array of equipment to complement the main weapon selection.

The Show Soldier Stats button will give you an idea of what each soldier's strengths and weaknesses are. Use this information to pair your soldiers up with appropriate equipment; a soldier with high first aid should get the bulk of your first-aid kits, for instance, while a soldier with high shooting should receive a rifle or sniper rifle.

The area in the lower-left-hand corner of the screen will alert you to any equipment that will be required to complete missions in the upcoming campaign. You will not be able to proceed past the Inventory Selection screen unless one of your soldiers possesses these items, so you'll need to make room for them. In addition to whatever specific items a mission might require, all of your soldiers must possess a uniform before you begin a mission.

After you've outfitted your team and are ready to begin a campaign, click the Continue button to proceed to the pre-mission briefing. Clicking Back will return you to the Team Member Selection screen.

## Briefing / Debriefing

When you select a mission to play, or resume a Campaign game from the main menu, a mission briefing will begin to play. This cinematic will outline your primary tasks for the mission, and give you a bird's-eye view of the battlefield. You should watch every mission's briefing cinematic at least once; they will often give you key instructions for approach vectors and useful equipment. If you've watched a cinematic's cinematic before, you can skip it by pressing the ESC key.

After a mission has been completed (or failed), you'll be brought to the Mission Debriefing screen. This screen will run down the tasks that you accomplished, and which you failed, as well as give you information regarding your mission's area of interest and objectives. The four buttons beneath the task list allow you to Retry the mission, Save and Continue on to the next mission in campaign, Show the Diary of your soldier, or Exit to the Main Menu.

## Chapter 3: Gameplay

### Interface

As you are out on a mission, the majority of your view will be taken up with the world itself. Around the borders, however, is the interface. The interface gives you information on you, your squad, and on the world.



If you have equipped a soldier with a compass during your inventory selection, it will be displayed in the top-left-hand corner of the screen.

**Note:** It is highly recommended that you equip all of your soldiers with this small but highly useful piece of equipment.

Like all good compasses, it tells you which way you are going. Used in conjunction with the map, it will allow you to navigate your squad through the environment. There is also a side-benefit to the compass. It will indicate the direction of those enemies that have already been sighted and flash red at the direction of any gunfire and grey if footsteps can be heard. Around the outside of the compass there will be blue and red points. If played, the blue points show the location of your team members; and if you have sighted any enemies they and their direction will be displayed as red points.

In the lower-right-hand corner is your weapon information. The upper-right corner of the weapon information box lists how many grenades you have. In the rest of the box is the listing of how much ammunition remains, below which is the name of your currently equipped weapon. The two buttons at the bottom of this box show you pictures of the weapon in your hands (if it won) and what weapon, if any, you have slung over your shoulder (right icon).

The box in the lower-left corner of the screen shows your current position and speed. The figure is in the same position (standing, crouching, or lying down) that you are, and the four arrows show how fast you are moving (see Movement, below). The stopwatch icon will show a count down if you have set a goal (like taking a specific amount of time, such as setting a timed explosion).

Along the bottom of the screen will be several additional boxes, representing your squad members. Their names are listed near the bottom, just above the name of the weapon they have equipped. Above the top is their position.

Also, the name of the soldier there will be a number of icons displayed depending on the soldier's status. An ear icon indicates that he is within the 50m range, to receive orders via voice commands. An "S" indicates that he is equipped with a silenced weapon or knife and a "red cross" indicates that the soldier has an above average first aid skill.

To the right of the portraits are three bars. The first bar is your health. It decreases as you are injured. Once it passes the halfway mark, it turns red, and should it disappear completely, the soldier will die.

The next bar is your endurance. It decreases while performing strenuous activity, like running or jumping, and replenishes itself slowly as you rest. Your weapon's accuracy suffers if it is not full (you are out of breath), and you cannot sprint or jump if it is empty.

The final bar is an indicator of how well a disguise is holding up. When you don an enemy uniform, this bar will be full. The more time you spend in close proximity to enemies, the more this bar decreases until they get a good look at you. When it becomes empty, you had better be ready for the enemy will use you for whatever they are. Crawling or crouching will allow this bar to rise again, and changing to a fresh uniform will reset it.

To the right of the bars are two icons. The first indicates the soldier's fire order (hold fire, fire at will, etc), and the second has movement orders (hold position, follow, etc). See Chapter 4 for more information on squad commands.

The final bar, below the two icons, shows your visibility meter. It is shown as a distance, in meters, inside which enemies will find you. This number factors in a combination of sight, sound, and motion. Some things that may affect your visibility include your position, how bad you are moving, whether you are out of breath, and what actions (like firing a gun) you are taking.

## Movement

To move forward and back, use the movement keys (default: cursor up, down). To move from side to side, use the strafe keys (default: cursor left, right). To turn while moving, move your mouse left to slide to slide.

## Speed

There are three movement speeds available to you while on foot, indicated by the number of arrows in the lower-left side of the screen. Increasing or decreasing your speed (default: mouse wheel) will change the number of arrows that are lit up.



**One arrow:** Slow, stealthy, silent movement  
**Two arrows:** A standard walk  
**Three arrows:** Run  
**Four arrows:** Sprint

Moving at anything faster than a walk will cause your endurance bar to drain, causing you to breathe hard, thus affecting your aim. If your endurance bar becomes empty, you will be unable to sprint.

## Position

In addition to moving at different rates of speed, you can hold yourself in different postures. You will see most missions in a standing position. While you can move quickly this way, you also make a good target. Crouching (default: right click) is somewhat safer, but causes you to move slower. Going prone (default: right shift) is the safest, making you hard to spot or shoot, but crawling on your belly is hardly a sure way to get anywhere.

## Swimming

You may occasionally find the occasion to approach a target from underwater using special diving equipment. Moving while under water is simple - simply face the direction you want to move and use the move forward key to propel yourself straight ahead.

## Looking around

Look around while in the world, simply move your mouse. This has the same effect as moving your head around, allowing you to look to the sides, up, and down.

## Camera positions

When you start a mission, you will be looking at your soldier from behind and above. This is called a third-person view. Use the camera key (default: G) to switch between this and a first-person view, which is you looking through the eyes of your soldier. While using some weapons, you can use your secondary fire key (default: ctrl) to enter an iron sight view. This is a first-person camera in which you will be looking down the sights of your weapon.

## Interacting with objects

Whether it is a gun, a door, a dead body, or a vehicle, you will want and need to interact with the objects in the world. To interact with something, move close to it and point the crosshair at the object. If you can interact with an object, a frame will appear around it, along with the object's name. Press the action button (default: right mouse button). A menu will appear showing a list of the things you can do with the object. What options are available depend on the kind of item you are trying to use and what you have in your inventory. Use the arrow keys to move through the options, hitting the action key again to perform your chosen task. Alternatively, you can simply hit the number key on the keyboard or keypad that corresponds with your choice.



## Uniforms and disguises

A soldier's life tends to be a tedious one, with long hours spent standing, watching unchangeable hillsides for an intruder that may never show up. Soldiers, on their side and ours, get tired and impatient after a while. You can exploit this weakness. If you are able to disguise yourself as an enemy soldier, you can move through the enemy's field of view without arousing too much suspicion. Still, there is the chance that you will be discovered, by an eye sight such as a helmet worn in a certain regulation manner, or an unrecognized hat. For this reason, it is still best to limit the time you spend under an enemy guard's scrutiny.

Grades, bullets, and knives will be taken in the color of a uniform, and be certain that a uniform covered in blood will attract a guard's attention. To acquire a disguise, then, you must lose an enemy to surrender. If you kill an enemy, the uniform will be returned.

It is tough to force an armed enemy to surrender, although there are a few things that can help to discourage them. First off, scare the hell out of them. Emptying a clip over their head, shooting their weapon out of their hands, or chasing running over them in a tank tends to put them a bit off balance. Shooting their commanding officer leaves them feeling confused. A wounded enemy is also more likely to surrender than a healthy one capable of fighting back, although the uniform will not be useful for disguising yourself, as it will have blood on it.

Once you have a uniform, make sure it is complete; all exposed clothing and equipment must be authentic. At the very least, you need to make certain that your uniform, backpack, weapons, and helmet (or hat) are of enemy origin, any concealed weapons should be safe from scrutiny.

## Weaponry

One advantage that the SAS has over other units is our extensive training with weaponry. Unlike normal troops, we receive training not just in allied weaponry, but in the weaponry of our enemies, as well. This was one of the founding principles of the SAS – why limit in whole areas of weapons and ammunition when you can just steal it from the enemy when you get there?

## The carrying and equipping of weapons

When you choose your gear for a mission, you will likely take a selection of rifles, submachine guns, pistols, knives, explosives, and heavy weapons for your squad. Obviously, you can't use all of them at once. You can carry one weapon in your hand, and may have others slung over your shoulder or stored in a pouch or backpack.



To select a weapon, use the next/previous weapon keys (default: [ ], [ ]). When the weapon you want to use is highlighted on the right side of your screen, press the action key to equip it. Alternatively, you can go into your inventory screen and drag the weapon's icon into your handle.

## Firearms

Firearms are the most common of weapons in this war, and win the game from the right position. Look to the heavy Browning Automatic Rifle. Firearms are carried and equipped just like any other weapon.

## Loading your firearm

Once you have a weapon in hand, you will want to make sure it is loaded. In the lower-right corner of your screen is a picture and the name of your current weapon, along with two numbers: **NR** and **CL**. The first number represents how many rounds are currently in your weapon. The second number is the number of spare magazines or clips you have to reload the weapon with. Whenever you load the weapon, reload the weapon with the reload key (default: **ENTER**). If the weapon is not completely empty, the partially full magazine or clip is retained, and it is assumed that you will be combining partial magazines between firefights. When this means that if you have two magazines now (hold twenty rounds each), you fire ten rounds and then reload, you will still have two magazines – but the last one will only have ten rounds left in it. Keep track of this. Soldiers have died who have confidently grabbed that last magazine to attack those three or four, only to find it had just two bullets left in it!

Note that some weapons cannot be reloaded until they are completely empty.

## Aiming and shooting your firearm

Firing a gun is easy. You pull the trigger (default: left mouse button). That's it. It is hitting what you want to hit that is the challenge. In either third- or first-person camera mode, you will see a crosshair of four lines in the center of your screen. The area inside those lines is a general approximation of where your bullets will go when you pull the trigger. If you are moving, the lines get further apart. If you crouch or lie down, they get closer together.

Note that the lines never get very close together. There is a reason for that. If you can look down and see the weapon sitting there in your hand, you are obviously not aiming it! Only in emergencies and/or when a mirror is slung from the hip is a good idea. To aim your firearms, press the secondary fire button (default: **END**). You will now be looking down the top of the barrel and through the weapon's sights, or, if the weapon has optics, you will be looking through its scope.

Now your bullets will go, more or less, where you point your gun. Be sure to pay attention to the small amount of bob and sway caused by your breathing – at a long range, it can be enough to cause you to miss a target. This effect is intensified if you have been exerting yourself by running or sprinting. If you steady yourself by crouching or lying down, you can decrease this effect.

## Knives

Knives are not the most effective of weapons against an opponent that knows you're there, especially when those opponents are typically armed with guns. Again, it is unknown opponents that you attack from behind, however, it is extremely effective. Simply equip a knife and attack to stab an opponent. Attacking an unaware opponent from the rear will quickly and silently dispatch them.

## Explosives

Guns are nice, but they aren't all that effective against a heavy iron power generator and the only way at a time is a dangerous way to take out a room full of Germans. Thankfully, you have access to a few explosives to make your life easier — and more destructive.

## Grenades

Thrown in small amounts of explosive in a hard metal casing. When a grenade explodes, the metal casing breaks apart, scattering shrapnel in all directions. To use a grenade, equip it as any other weapon, either with the context-sensitive weapon button or through your inventory. Once it's equipped, press fire to throw it. The longer you hold the button down, the further your throw will be. Use the secondary fire key to arm it a lighter, understandable tone.

## Dynamite

When you want to do the maximum amount of damage with the least amount of effort, nothing is good, old-fashioned TNT. A few sticks of dynamite with a timer attached can solve a lot of problems. Dynamite is used for specific initial objectives. When you reach these objectives, you will see a red outline in the shape of a bundle of dynamite. Walk up to this outline and use the key to interact with it to place the charge. This is not an instantaneous process, so you may want to be certain that no Germans wander into the room to kindle the charge.

## Mines

Miniature hidden body-arms that are laid on the ground for unsuspecting enemies. Step on it, and it usually results in explosive results. To place a mine, equip it as your active weapon, move to the spot you want the mine to be set, and press the fire key. It takes a few seconds to lay a mine, so be careful.

You can also avoid mines by getting close and interacting with the hidden mine. It will be careful where you step.

## Vehicles

Marching about in formation may look good on the movies, but after a few miles in star-dust boots, you will learn to see the benefits of parking your pump in a safe place to mention the benefits of having a sheet of steel between you and the enemy!

## Driving land vehicles

To drive a land-based vehicle, walk up to it and interact with it (use the action key). You will be given a choice of which vehicle station you want to be in (driver, runner, etc.). If you choose a position and tell your squad to follow you, they will take up the remaining vacant positions. While in a vehicle, you can again use the action button to switch between various positions.

To drive, use the same controls that you use to move around the world. The forward and back keys move the vehicle forwards and in reverse, and the strafe keys turn the vehicle left and right. The hand brake key (default: space) stops the vehicle.

## Chapter 4: Controlling the Squad

Effective communication between your squad members is critical in a combat situation. This chapter will walk you through all the communication options available to you, from silent hand signals to military code. You can be talked to a friend who's out of sight. You'll also learn about the tactical combat map, where you'll be able to coordinate all of your squad members' movements and actions.

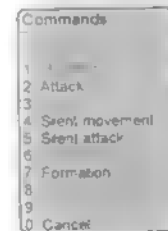
## Dynamic Squad Management

You can only control one soldier at a time. To get active control between your soldiers, press the TAB key, or hold the Right Shift key while pressing TAB to cycle through them backwards. To switch directly to a soldier, press the number key corresponding to his position in the soldier display along the bottom of your screen. 1 to switch to the first soldier, 2 for the second soldier, and so on.

You will be able to issue commands to your team members without micromanaging them directly. You'll need to use the command menu situated in your keyboard's numeric pad. Before you issue a command, you'll need to select a unit to be the command to.

- |            |                           |
|------------|---------------------------|
| • Numpad0: | All nearby friendly units |
| • Numpad1: | Soldier #1                |
| • Numpad2: | Soldier #2                |
| • Numpad3: | Soldier #3                |
| • Numpad4: | Soldier #4                |
| • Numpad5: | Friendly Unit #1          |
| • Numpad6: | Friendly Unit #2          |

After you've chosen your target unit, you'll be able to issue a number of commands via the command menu. Commands that are similar to one another are grouped together in categories. Once you've issued a command category in the number pad, you'll be offered a list of commands to choose from.



You may pick up extra team members during the course of the game, who will be represented by a new profile tab. These team members are not available for your direct control; you'll need to use the command menu to tell them what to do.

## Command Group 1: Movement

This command group will have your active soldier yelling out a movement command to all other soldiers within hearing range. If a soldier is within hearing range, his picture on his profile tab will turn blue. Every soldier within hearing range will be alerted to your presence when you yell, but this is the way to communicate with your teammates when they don't have a direct line of sight to you.

### Numpad 1: Follow Me

Your soldiers will follow you in the future if you've selected for them. (See Command Group 7)

### Numpad 2: Advance

When you issue this command to a soldier, he'll begin walking in the direction that you're currently facing. This is useful when you want a teammate to engage an enemy who is just out of range.

### Numpad 3: Move There

When this command is issued the soldier will move to the location that your crosshair is currently pointing towards; this can be used to position your soldiers with more accuracy than just issuing an advance command.

### Numpad 4: Halt

Your soldiers will immediately stop following orders that they are currently obeying. If you want to leave them behind while you scout ahead, you may want to manually move them into a position where they can lend you cover fire, if the need arises, but they will also react independently to the enemy changing posture and direction.

### Numpad 5: Hold Position

This command will instruct your teammates to stop immediately in their current posture and directional facing. This is handy when you're attempting to take cover inside a building or any other defensible area.

### Numpad 6: Take Cover

If you are expecting an attack from the enemy or plan to set an ambush, this command will instruct your teammates to take to up a position of cover in the direction you are facing. Prepare for a fight.

## Command Group 2: Attack

This command group controls how your computer-controlled teammates react when they have the opportunity to attack. You'll probably want to use this command individually depending on the way your teammates are utilized if you don't want a submachinegunner to be firing at will at a target 200 meters away, for instance.

### Numpad 1: Fire At Will

Any soldier as soon as he spots an enemy or is fired upon, will open fire.

### Numpad 2: Hold Your Fire

Your soldiers will not return fire or open fire of their own volition.

### Numpad 3: Fire On My Lead

Your teammates will wait for you to fire the first shot before firing at the enemy or returning fire. This setting is ideal for a machine gun when you're leading your entire team; note that this order will change to Fire At Will if your team comes under attack so that they defend themselves.

### Numpad 4: Cover Fire

Your teammates will fire if you take it random, targeting all nearby enemies. It's luck for cover if you're crossing exposed areas, but make sure you switch your soldiers back to another setting once you get to your destination, because your teammates will be maintaining aim quite rapidly.

### Numpad 5: Throw Grenade

Instructs your teammates to throw grenades.

### Numpad 6: Use RPG

If you have a teammate with some form of rocket launcher, such as a Bazooka or a Panzerfaust, you can use this command to instruct him to fire it.

## Command Group 3: Action

This group differs from the rest in that the actions contained within are contextual, meaning that they differ based on what the soldier you're controlling is targeting. For instance, if you target an enemy corpse, you can instruct one of your teammates to switch uniforms with the body, or pick it up for later disposal; if your soldier is wearing a door, you can tell another soldier to enter it and clear out the room beyond; and if you target an injured teammate, you can command another teammate to heal your wounded friend. Try using this command on various items in the game world to explore its functionality on a case-by-case basis.

## Command Group 4: Silent Movement

When you wish to issue commands to your team members without alerting nearby enemies, you can use hand signals via the Silent Movement command group. The command is analogous to that of the regular Movement command group, except that they'll be silent. It is that your teammates must have a direct line of sight to the soldier to pick up on these commands, although they may hear you or soldier whisper if they're close enough. If your team members are at "normal" distance, they'll be required to use hand signals to communicate.

### Numpad 1: Follow Me

Your soldiers will follow you in the future if you've selected for them. (See Command Group 7)

### Numpad 2: Advance

When you issue this command to a soldier, he'll begin walking in the direction that you're currently facing. This is useful when you want a teammate to engage an enemy who is just out of range.

### Numpad 3: Move There

When this command is issued the soldier will move to the location that your crosshair is currently pointing towards; this can be used to position your soldiers with more accuracy than just issuing the advance command.

#### Numpad 4: Halt

Your soldiers will immediately stop following orders that they are currently obeying. If you want to leave them behind while you scout ahead, you may want to manually move them into a position where they can lend you cover fire, if the need arises, but they will also react independently to the enemy changing position and direction.

#### Numpad 5: Hold Position

This command will instruct your teammates to stop immediately in their current position and disengage firing. This is handy when you're attempting to take cover inside a building or any other defensible area.

#### Numpad 6: Take Cover

If you are expecting an attack from the enemy or plan to set an ambush this command will instruct your teammates to take up a position of cover in the direction you are facing to prepare for attack.

Under unexpected firing, hitting this command will instruct your soldiers to find a hiding spot.

#### Command Group 5: Silent Attack

As with Silent Movement, this group issues attack orders to your teammates without tipping off enemies that your team is nearby; only soldiers equipped with silent weapons will attack the enemy.

#### Numpad 1: Fire At Will

Any soldier, as soon as he spots an enemy or is fired upon, will open fire.

#### Numpad 2: Hold Your Fire

Your soldiers will immediately return fire or join fire of their own volition.

#### Numpad 3: Fire On My Lead

Your teammates will wait for you to fire the first shot before firing on the enemy or returning fire. This setting is ideal for situations when you're leading your entire team; note that this order will change to Fire At Will if your team comes under attack so that they defend themselves.

#### Command Group 6: Silent Action

This command is the same as Action, except that your instructions will be non-verbal.

#### Command Group 7: Formation

Your teammates will, by default, group themselves together in a formation unless you manually set them up. This command group governs the type of formation they create, as well as how close together they stay.

#### Numpad 1: Point Formation

This is the default formation; your teammates will fan out behind you in a V-shaped formation.

#### Numpad 2: Line Formation

Your teammates will spread out on either side of the soldier leading the command. This is best used when you are sure you won't be flanked by the enemy.

#### Numpad 3: Column Formation

Your soldiers form a column, with the soldier you command at the head. This is best used when you're attempting to flank your enemies, or when you suspect they might be attempting to flank you.

#### Numpad 4: Tightly Formation

Your teammates will stick together more closely in their formation.

#### Numpad 5: Widen Formation

Your teammates will spread out from their formation.

#### Numpad 6: Regroup

If your soldiers have become separated, use this command to reform the last selected formation.

#### Command Group 8: Tactical Mode

This group of commands refers to soldiers who are currently engaged in combat, and is issued to them in Tactical Mode. The soldier issuing these commands will need to be under your direct control.

#### Numpad 1: Signal 1

#### Numpad 2: Signal 2

These commands are used to execute soldiers' orders in real time that have been learned to soldiers in the tactical mode after the wait for signal 1 or wait for signal 2 command have been played.

#### Numpad 3: Hold

Target soldier or soldiers will pause their execution of any commands issued to them in Tactical Mode, and stand still until you issue another command.

#### Numpad 4: Continue

If you've ordered a teammate to Hold on his execution of his Tactical Mode commands, this order will have him resume those orders.

#### Numpad 5: Cancel Orders

All Tactical Mode orders for targeted teammates are cancelled. Targeted teammates will stop at their current location.

#### Numpad 6: Back To Formation

This command cancels all Tactical Mode orders for the targeted soldiers, and orders them to regroup near the active soldier in the default formation. This must also be used once tactical orders have been completed, in order for them to return to being able to be controlled via voice commands. A shield icon next to the soldier's portrait will indicate if he is still in tactical mode.

## Command Group 9: Call Support

You can call for support only during multiplayer games and the appropriate piece of equipment (radio) must be equipped.

### Numpad 1: Call Airstrike

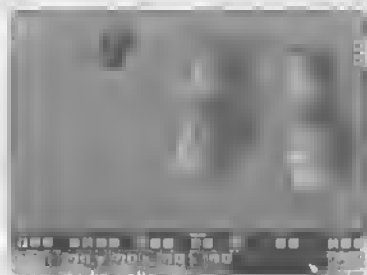
Call an airstrike down upon your enemies.

### Numpad 2: Call Artillery

This command summons a long-distance artillery strike upon the targeted area of the map.

## Tactical Squad Management

If you want to issue multiple commands to different soldiers simultaneously, you can use Hidden & Dangerous's tactical mode. The Space key will create a tactical mode overlay on top of the game's normal interface when you press it during a mission. Tactical mode pauses the game and allows you to split up your team without having to control each squad member manually. The tactical mode is not available in all of the missions.



The first thing you'll notice when you open the tactical mode is that your viewpoint is disengaged from your soldiers; you'll be able to move your viewpoint freely about the level, though you'll only be able to see some features, like enemy soldiers and vehicles, if one of your soldiers is within sight of them. While in tactical mode, you can use the following keys to manipulate your view and interact with the world:

- **Left-click:** Click on the ground and drag to move your viewpoint. Double-click on the ground to automatically move your viewpoint to that location. Click on a soldier to switch to him. Left-click on a waypoint and drag to move waypoint.
- **Right-click:** Right-click to set a waypoint when you have a soldier selected. Right-click on a waypoint to delete it. Right-click on a soldier or item to bring up the Action menu, which offers you a variety of actions based on the item you're clicking on.

- **Up Arrow:** Move viewpoint forward.
- **Back Arrow:** Move viewpoint backwards.
- **Left Arrow:** Move viewpoint to the left.
- **Right Arrow:** Move viewpoint to the right.
- **Pageup:** Raises your viewpoint (if the ground).
- **Pagedown:** Lower your viewpoint toward the ground. Scrolling your mousewheel (if you have one) will also raise and lower your viewpoint.
- **Numpad2:** Tilt your viewpoint down.
- **Numpad4:** Rotate your viewpoint to the left.
- **Numpad6:** Rotate your viewpoint to the right.
- **Numpad8:** Tilt your viewpoint up.
- **Pressing down and holding the middle mouse button** (if you have one) will also allow you to tilt and rotate the camera.

In addition to the interface differences, you'll notice that some objects in the game are surrounded by colored boxes.

- **Blue Box:** Indicates your currently selected soldier.
- **White Box:** Indicates that an item or person can be right-clicked to open an Action menu.
- **Red Box:** Indicates that a character is hostile and that your currently selected soldier has a line of sight towards that character. If your soldier is in Aggressive mode, he will attempt to fire at the hostile target.
- **Green Box:** Indicates the soldier that you will be in control of when you exit the tactical map.

Now that we've covered the basics of the tactical mode interface, let's discuss what you can do with it. The primary functionality of the tactical mode is to set up waypoints for a soldier. When you set up waypoints, you are telling your soldier to run to a spot on the map, then proceed to another spot, and so on. The important thing is that you can manage the way your soldier behaves between each waypoint. For instance, if you want to move a soldier across an exposed gap between two buildings, you can tell him to crawl silently until he reaches the corridor, sprint across the gap at full speed, then have him hold his position and look out for enemies while your other soldiers repeat the action. All of this will be performed automatically, and, most importantly, all of it can be performed simultaneously alongside actions you've instructed your other soldiers to perform.

The most basic action you can perform in tactical mode is setting a waypoint for your soldier. If you enter tactical mode, set a waypoint, then exit tactical mode, the soldier will move from where he was to the waypoint without requiring any manual control. You can string together waypoints by successive right-clicks along the path you wish him to run. In between each waypoint, however, you can change his behavior by using the buttons along the top of your soldiers' profile tabs. There are seven groups of buttons to choose from.

### Pose



**Stand:** Your soldier will walk to the next waypoint while standing straight up.



**Kneel:** Your soldier will creep to the next waypoint while crouching.



**Lie:** Your soldier will crawl to the next waypoint while lying prone.

### Motion



**Sprint:** Your soldier will run at full speed towards the next waypoint. If your soldier runs out of stamina while in transit, he will revert to running. As in normal movement, this option is only available if your soldier is standing erect.



**Run:** Your soldier will move swiftly to the next waypoint.



**Walk:** Your soldier will move at a normal pace to the next waypoint.



**Silent Walk:** Your soldier will move slowly, but silently, towards the next waypoint.

### Mind



**Aggressive:** Your soldier will fire upon any hostile target that comes into his field of vision.



**Defensive:** Your soldier will only fire when fired upon.



**Passive:** Your soldier will not fire his weapon. You should only use this setting if you're fairly sure that your soldier won't be seen, or if you want to sprint from one location to another without triggering.

### Signals



**Signal 1**



**Signal 2**

These commands are used to co-ordinate more precise manoeuvres by your soldiers containing tactical and real-time modes. After issuing a set of waypoint commands a wait signal can be sent and then further waypoints set. When returning to real-time the soldiers will carry out the first set of orders and then hold position until the signal 1 or 2 command is given from the action menu.

### Regroup

This command should be used at the end of issuing tactical orders in order for them to return to being able to be controlled via voice command. A shield icon next to the soldier's portrait will indicate if he is still in tactical mode.

### Delete



**Delete Command:** Deletes the last waypoint that was issued to this soldier. You can also delete waypoints by right-clicking on them.



**Delete All:** Deletes all of the waypoints that have been laid out for the currently selected soldier.



## Options



**Realtime:** If you activate the realtime setting, all soldiers will begin moving through their waypoints, while the tactical mode interface is still on your screen. You will be able to set new waypoints and perform the other functions available in tactical mode, and your soldiers will begin following your orders immediately.



**Options:** Di plays the game options menu.

Now that you know what all the buttons do, it's time to learn precisely how to set waypoints for your soldier.

Let's return to the example above, of the soldier needing to sprint past a dangerous corridor. After you open the tactical mode interface, left-click on the soldier you want to send across the hallway. He'll be framed by a blue box. On the tactical mode toolbar, select a Crouch pose, and the Elbow Walk movement style, then right-click on a spot near the corridor. After the first waypoint is placed, you'll see a blue line extending from your soldier to the waypoint. This line lets you know the path that the soldier will walk to get to the waypoint; sometimes he'll need to walk around obstacles, and the path will be curved.

Once you have your first waypoint placed, you can prepare to place the second one, on the far side of the corridor. Switch the Pose mode to have your soldier Stand, then change the Motion to Sprint. You may also want to change his Mind setting to Passive, so that he ignores any incoming fire and gets to his next waypoint without slowing down. Right-click again on the far side of the corridor, and another waypoint will appear, with another blue line connecting it to the first waypoint.

If you want your soldier to cover the entrance of your remaining escape, you'll need to put him into an appropriate posture and alertness. Set up a third waypoint near the second waypoint, with your soldier set to Crouch or Lie, and with a Mind setting of Aggressive. With these settings, your soldier will fire upon any enemies that may have followed him to the crossed the corridor.

When you're ready to send your soldier on his way, deactivate tactical mode or disable the realtime toggle on the tactical mode toolbar. He will begin following the path to the first waypoint, then sprint across the corridor, then take up his defensive position. If you've exited tactical mode, it's important not to attempt to manually control the soldier unless it's critical: doing so will erase all of his waypoints.

Once a soldier has reached his final waypoint, he will automatically enter Guard mode. In this mode, he will retain the Pose and Mind settings of the final waypoint, but will not respond to verbal commands or hand signals from other soldiers. In order to exit Guard mode, switch the soldier to manual control and move him forward a few steps or issue the Back to Formation order command.

## Chapter 5: Multiplayer

### Multiplayer Games

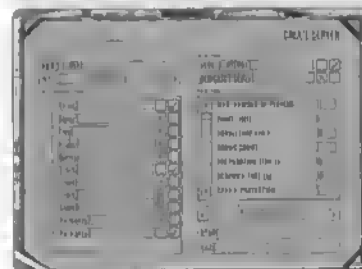
LAN games are multiplayer games played over a Local Area Network (LAN). A LAN is two or more computers connected directly to each other, such as computers in your home or office network.

Internet games are just that—games played over the Internet with other people.

Click on the Multiplayer Game—LAN or Multiplayer Game—Internet menu option to bring up the appropriate server browser and configuration options. The screens and options are, for the most part, identical for both LAN and Internet games.

### Creating a Game

Before anybody can join a game, one computer must create a server. A server is the machine that actually runs the game, to which other computers connect. To create a server, click on the Create Server button. This screen is identical whether you are creating a LAN or Internet server.



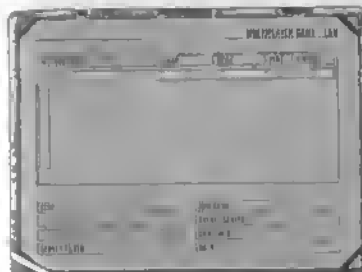
Enter a name for your server in the 'Host Name' box, and then choose your game type from the box below. Use checkboxes to choose which maps you wish to play on in the list on the left side of the screen. On the right side of the screen are more options:

<b>Server Internet</b>	If this is an Internet server, check this box. For LAN games, leave it unchecked.
<b>Dedicated Server</b>	Check this box to make a dedicated server. Dedicated servers are faster, but cannot be played on from the same computer.
<b>Maximum Number of Players</b>	Set the maximum number of players allowed in the game.
<b>Point Limit</b>	In some games, this determines how many kills (points) must be made to win a round.
<b>Round Time Limit</b>	How long, in minutes, each round lasts.
<b>Round Count</b>	How many rounds will be fought before changing maps.
<b>Preparation Time [S]</b>	How long, in seconds, players have to select their gear prior to beginning the game.
<b>Respawn Time [S]</b>	How long (in seconds) a player has to wait to respawn after having been killed.
<b>Spawn Protection</b>	How long (in seconds) a player is invulnerable after respawning.
<b>Inverse Damage</b>	When a player injures a teammate, this number is a percentage of damage that the offending player receives back.
<b>Friendly Fire</b>	This determines whether players can harm members of their own team.
<b>Automatic Team Balance</b>	Select this option to automatically assign players to teams to keep them balanced.
<b>Allow 3rd-Person View</b>	If checked, players can play in first- or third-person views. If left unchecked, they are limited to the first-person view only.
<b>Password</b>	If you enter a password into this space, all players will be prompted for it before being able to join the server.
<b>Port</b>	If needed, this will allow you to specify what network port the game will use.

Note that not all options are available for all gameplay modes.

## Joining a Game

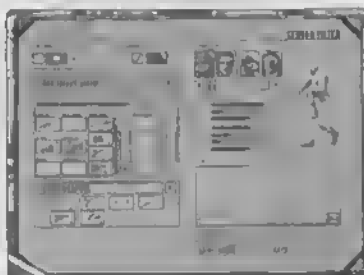
To join a game that has already been created on a different computer, click on the **Multipayer Game** or **Multipayer Game - Internet** menu option to bring up the server browser. Look for the game that you wish to join in the upper portion of the screen. To join a game, just click on **Join Game**. The other options are detailed below.



<b>Update List</b>	Refresh List clears the list of servers and gets a newer, up-to-date list from Gamespy or servers on a LAN.
<b>Refresh List</b>	This option refreshes the game information for all the servers in the list, such as ping and number of players.
<b>Enter Server IP</b>	This option allows you to join a specific game if you know the server's IP address.
<b>Server Filter</b>	Clicking on this option allows you to force the browser to display only games that meet certain conditions, such as a particular play style, a maximum ping, etc.
<b>Join Game</b>	Joins the game you have selected.
<b>Create Server</b>	This allows you to create a new server as detailed in "Creating a Game."
<b>Game Info</b>	Click on this option to display more detailed information about the game you have selected.

## Selecting your soldier and spawn point

Once you have joined a game, you will be presented with a soldier selection screen. Choose your soldier on the right, using the same roster and statistics as the single player game. On the left, choose your team and so set your team's color.



Beware – some games limit how long you have to choose your inventory. To speed things up, there are several common sets of gear that can be selected from the drop-down menu at the top. You can add additional presets by dragging and dropping the gear you want into your inventory, and then clicking on Save Preset. You can also change the name of a preset by clicking on Rename Preset. Accept when you're done.

Depending on the mode of play, you will now either enter the game or be presented with a map. The map will list your objectives and have a number of circles marked as either Axis or Allied. These circles are called 'spawn points,' and are where you will enter the battlefield. Should you be killed, your chosen spawn point is where you will re-enter the game when the Reinforcement timer runs down. Click on the spawn point you want to start at, and you will enter the game. You can change your spawn point while in game by clicking on a new one on the map. Good luck, and have fun!

## Multiplayer Modes

### Hidden & Dangerous 2 Objectives

Enter the battlefield as either an Axis or Allied soldier. Each side has objectives that must be completed to win. Be careful, though – once you die, you are out for the rest of the match. In addition to meeting objectives, if one side completely eliminates the other, they achieve a victory.

### Deathmatch

It is everyone for themselves in this mass combat. You have no allies, and whoever you meet will be your enemy. Whoever has killed the most when the round ends, wins. Alternatively, you can win if you reach a certain number of kills (the 'frag limit') before anyone else.

### Occupation

In either the Axis or the Allies on the front lines of the war. You will be placed on a battlefield containing a number of strategic points marked with flags. Each flag that your side holds (marked with the map win or lose symbol) can be used as a spawn point.

The goal is to capture all the flags, while preventing your opponent from capturing yours. To capture a flag, move near it. If there are no enemy troops nearby, a progress bar will appear, showing how long it will take before the flag is captured. If you leave the area before the flag is captured, the progress bar will be reset. Additional soldiers on your side that are nearby will increase the speed of the capture. Flags with no symbol are neutral; nobody owns them, and nobody can spawn at them. If the flag you are capturing is under enemy control, it will turn to neutral when the progress bar is half full. This means that it takes twice as long to capture an enemy-held flag as it does to capture a neutral one.

### Playing Hidden & Dangerous 2 With Gamespy Arcade

- To play Hidden & Dangerous 2 over the Internet via Gamespy Arcade, you should select the option 'Join the Internet menu Program' from the 'Join' Software's Hidden & Dangerous 2 Play Hidden & Dangerous 2.
- Online with Gamespy Arcade.

### Advanced Multiplayer Commands

There are a number of advanced commands that can be viewed from the 'Join' menu Program's Hidden Software's Hidden & Dangerous 2 Advanced Multiplayer.

## Appendix 1: Tactics

### Introduction

Listen up soldier! You might have just passed through the most rigorous military training program in the world, and you may have the best weaponry that Allied factories can produce, but all of that won't mean much when you find an enemy soldier in your sights for the first time. You have a lot of potential, but there's no way to predict what a man will do in his first combat situation. Unfortunately, the first mistake you make will usually be your last.

Likely, the following tactics will help make sure you don't make that first mistake. In theory, taking this advice will help you conquer your enemies and complete your objectives, but when the hell is that going to start flying, theory is usually the first thing that gets shot down. Be smart, and adjust to the circumstances particular to each of your missions.

### Long-Range Exterior Combat

Exterior combat is combat that takes place in open country. Outdoor combat will usually give your team the element of surprise, allowing you to perform reconnaissance and long-range scouting before finally deciding where to make your move. Long-range fighting revolves around the use of rifles, either of the bolt-action variety (scoped and unscoped), or automatics, such as the M1 Garand. When you do decide to initiate combat, though, your gunfire will almost always prompt any rifle-wielding opponent to return fire, so be sure to provide your fellow soldiers with cover.

### Movement

Moving across open ground is risky at best, and often downright dangerous. As a consequence, however, you've been specifically trained in stealth movement, so you'll usually be able to spot your enemy and drop him before he's aware of your presence. Once you get a few missions under your belt, you'll have a pretty good idea of just how far those Axis soldiers can see.

Upright, standing movement is the quickest form of walking, but also gives your enemies a large target to shoot at. As such, it's recommended only when the enemy is unaware of your presence, or if you desperately need to move to avoid incoming fire. If you're upright, you can sprint to evade fire, but you've got a hell of a lot on your back, so don't expect to run too far before you get fired into.

Crouched movement is the best combination of mobility and safety when moving while exposed to enemy fire. Kneeling allows you to move at a decent pace, while reducing your profile so that enemies will be less likely to actually hit you.

A prone stance is best when you're engaged in activities that force you to remain still, such as a long-range sniper shoot-out. You offer a greatly reduced target area to enemies, while retaining most of your shooting functionality. Lying prone is only recommended if you are sure that there are no enemies in your immediate vicinity; your lateral ability, capabilities are greatly reduced while you are prone, allowing enemies to rather easily approach you from behind or the side and quickly eliminate you.

### Firing

Firing at an enemy will elicit various responses, depending on the weapon used and the environment. In an open environment where sound carries easily, the use of any kind of non-silenced weapon will likely alert all nearby enemies; in a dense jungle where rain is constantly falling, enemy soldiers are less likely to hear gunfire.

**Sniper rifles:** Sniping from a distance is the fastest and most effective means of killing individual targets and weakening your enemy's main troop concentration. Since snipers have the advantage of a powerful scope, you should be able to see enemies well before being spotted yourself, so take the extra time to get into a safe, covered spot before opening fire. A sniper shot to the head or body usually results in an instant death, although headshots can sometimes glance off a target's helmet. See the tactics section below for more info on sniping.

**Rifles:** Unscoped rifles are useful at medium range, due to their excellent accuracy and high calibre. Bolt-action rifles are usually second in versatility only to sniper rifles, while semi-automatics are fast-shots themselves.

**Submachine guns:** Submachine guns are wholly unsuitable for long-range combat, due to their relatively low-calibre rounds, and their unsupportable spread of bullets.

**Automatic rifles and machine guns:** Automatic rifles, such as the FAM, pose a potent mixture of mobility and firepower. They are often the least accurate weapons your team will carry, however, which makes them more likely to scare opponents than kill them when firing from long range.

**Pistols:** If you're holding a pistol at long range, then something is seriously wrong. Either head up a better weapon or sit a corpse, or hide and wait for your opponents to come to you.

### Tactics

#### Advanced sniping:

Sniping begins with positioning. Ideally, you should expose as little of your body to your enemy as possible when taking down your first target. In most situations, this will involve lying prone on a hill or in similar landscape feature so that only your head and your rifle are visible to your enemy, but not even then, you might find yourself kneeling or even standing to fire out of a window.



The first thing you'll notice when you try to use a sniper rifle is the slight movement of the targeting reticule when you're attempting to target an enemy at long range. This movement is known as "scope drift", and is perfectly natural. You're not a machine, after all, and your hands are going to move a bit, which will affect your aim. The scope drift will thankfully be exclusive to the vertical axis. With practice, you should be able to counteract drift by moving your rifle up and down in the opposite direction of the drift.

Assuming you've kept a safe distance between yourself and the enemy, concentrate on opposing riflemen first, as they are most likely to actually hit you. Enemy snipers are especially troublesome, but at long distances, it's often difficult to distinguish between riflemen with scopes and those with ordinary firearms. In many situations, the rifeman with the high ground can be considered a deadly sniper, and should be taken out first.

Operators of machine-gun emplacements and pillbox snipers should come next, though their weapons are not very accurate, their rate of fire gives them a good chance of hitting you eventually. After those opponents are eliminated, enemy machine-gunners and submachine gun users should come next.

Snipers are deadly at long range, but are outmatched at medium and short-range combat. For this reason, you should assign one of your soldiers with an automatic weapon to guard you while you're sniping, since your first shot will often bring down a wave of enemy infantry on your head.

## Combat near Buildings

Many of your missions will require you to fight in and around buildings. These structures add a new dynamic to the battlefield, in that you often won't see enemies until you're very close to them, and that your enemies are not above placing snipers and machine-gun emplacements inside or on top of buildings. Strategies that work well in open fields begin to break down after this new tactical element is added to the mix, you'll need to adapt your battle plan and proceed cautiously when approaching structures, while creating new battle tactics, such as sniping and using grenades to lure enemies into kill zones.

## Movement

As with long-range combat, crouching is the best form of movement for combat near buildings. Walking is quick, but since you'll be engaging the enemy at close range, you'll need to be much more careful about the target you present. Lying prone is advisable when your team is pinned down in an exposed area; just be sure that no sudden movements are required on your part.

## Firing

Fighting around buildings generally consists of a hodge-podge mixture of medium-range, close-range, and "up close and personal" combat. For this reason, versatility is key: your team will need both weapons with high accuracy, and weapons with excellent rates-of-fire.

**Sniper rifles:** Sniping, while not quite as useful as in open country, is still critical when fighting around structures, if only to combat enemy riflemen who will attempt to pin you down from a distance. Snipers are also useful for reconnaissance around structures, especially when your team is faced with a building surrounded by open territory: use a sniper to scope out the windows facing your approach vector to ensure that there are no enemies waiting to open fire. Sniping is your best bet when dealing with enemies that have found cover, since soldiers with other weapons will have a hard time accurately placing shots on a small target.

**Rifles:** Semi-automatic rifles are perhaps the most useful weapons for combat that takes place in or the exterior of buildings, since they can be used to either fire single, accurate shots at medium-range targets, or to fire off an entire clip at enemies that get too close. Bolt-action rifles suffer from the same rate-of-fire problems as sniper rifles, but don't have the advantage of pinpoint placement at close shots. Soldiers wielding bolt-action rifles should begin to consider picking up a weapon from a killed foe once they start fighting around structures.

**Submachine guns:** Submachine guns begin to come into their own when combat erupts around buildings. Across wide streets or airport runways, they will still not be accurate enough to take down enemies quickly, but if you're firing against a close-range enemy, they're among many weapons that provide the killing power of a submachine gun. You may want to use a submachine gun if you're leading your team; clear out any nearby enemies, then let one of your riflemen deal with the long-range threats.

**Automatic rifles and machine guns:** The accuracy problems of your heavy weapons are less important as you engage the enemy at closer range. Your machine guns and assault rifles will therefore become a vital part of your toolbox when fighting around buildings, if only because they are superb at laying down covering fire for soldiers who need to move across exposed areas, or as the core of an ambush for overwhelming enemies. They are best used for defensive purposes, though, since they're a bit unwieldy compared to your submachine guns.

**Pistols:** Pistols are decent enough at very short range, but since many of your foes will be dragging M40's or other submachine guns, you should almost always have better alternatives to choose from.

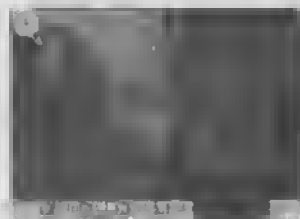
## Tactics

### Approaching a building:

When choosing the distance to a building or moving between and around structures, it's vital that you'll know the precise location of your enemies. This is especially true when covering ground visible from a building's door: should you find yourself needing to fire at a distant foe, you may wind up alerting enemies inside nearby buildings, who will burst out of the doors and create a problem. If you find a relatively defensible position, you can attempt to lure enemies outside by firing shots near a building's door; this tactic works best when you have an unobstructed view of the area near the door, since even the computer opponents are adept at finding cover when they notice under fire. Machine guns are excellent at mowing down soldiers as they exit a building.

## Movement near buildings:

When your team is travelling near the exterior of a building, take advantage of the structures provide by walking against the wall. This will both eliminate the possibility of fire from enemies around the corner from the building you attach yourself to, and maximize your field of view around the corner of any adjacent buildings.



When you do reach a corner or intersection, you should always proceed as if there are enemies waiting for you, until you're certain that there is no threat. As you approach a corner, keep your back against the wall and scout the area to ensure that it's clear. Look across the way first, if you don't see anything, scout about it the corner and check the other side of your position. If you do spot an enemy on either side, rig the distance and burst one of your soldiers to perform the kill.

## Just because you can't see him doesn't mean you can't kill him:

Buildings are not weak materials. While you shouldn't expect to hurt anyone through concrete, you can shoot through tent canvas, wooden walls, wooden floors, glass, and other similar flammable materials. It's difficult to get an exact bead on an opponent before doing this, obviously, you'll want to be using an automatic rifle or submachine gun. If it isn't an anti-air clip through the wall and hope you took your enemy down. Silent kills aren't necessarily in the cards if you can't see him. If you can't see him, you can expect him to start screaming about what he's looking for you. Bullets do cause a speed reduction when they're fired through materials, especially when you're shooting through solid wooden walls.

It goes without saying that this tactic can be put to excellent use when you're in a really heavy firepower. A tank or heavy machine gun can chew its way through a wooden building as thoroughly as any grenade could, and flamethrowers can also penetrate tents. So these weapons often possess to allow us to sweep a corner, you can safely cover each building thoroughly with enough ammunition to spare for the soldiers walking around outside.

## Interior Combat

Unlike inside buildings is what separates the patient soldier from the dead soldier. Inside a building, and evolves into elaborate cat-and-mouse games between hunter and hunted. The trick is surviving long enough that you're the hunter.

## Movement

Your primary concern when moving around inside a building is to keep quiet, keep a low profile is the important, but will be of a priority due to the short duration of most individual engagements. Crouched movement is still your best bet, though; a sneaking soldier who is moving as a why he possible is going to be virtually invisible to the enemy, which will help you attack upon an enemy soldier.

Using props: Not recommended, unless you have a soldier wielding an anti-air rifle or machine gun who can cover an enemy choke point.

## Firing

If a weapon isn't automatic, it's not going to be in a hot, heap in an intense fight. Semi-automatic rifles and pistols can be useful, but the weapon of choice for combat inside a structure is the submachine gun. Since you will almost always be engaging your enemy at point blank range, you'll need the ability to pump out bullets in rapid succession, and submachine guns are perfect for this task.

Sniper rifles: Sniper rifles are a rather useful in interior combat, due to the emphasis on rate of fire over accuracy. If you're invading a building with good sight lines on the surrounding terrain, however, you may want to hold your sniper rifle instead of dropping it. Windows and roofs provide a sniper's route.

Rifles: Bolt action rifles should be left with red ink, the delay between shots is long enough to ensure that if you miss, you probably won't get a second chance. Semi-automatic rifles are useful when firing down long hallways, but they often suffer from small clip sizes.

Submachine guns: This is what you want when going room-to-room. Submachine guns are the king of interior combat, due to their immense rate of fire and high ammo capacity. Their only drawback is that they tend to get a skewed view from the inventory system of your team's firepower indicators. Interior work.

Automatic rifles and machine guns: Narrow hallways and rooms are not ideal for these beasts, since they rely on a wide field of fire for project. If you can find a defensible spot, you can still use a prone soldier with an automatic weapon to set up a choke point or ambush zone.

Pistols: While a submachine gun is still preferable to a pistol when fighting indoors, you may find yourself when sneaking up on an opponent from behind. If you unload a full clip into an enemy, they're as good as dead, but be sure you have friendly cover, because you'll be defenseless while you reload.

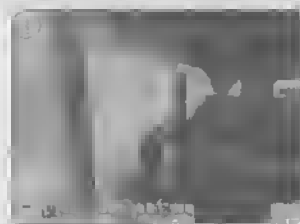
## Tactics

### Approaching, opening, and entering doors:

You'll need to learn how to approach and open a door if you want to stay alive inside a building. Since you can't open a door and aim a weapon at the same time, why not stay on the opposite side of a door wall give a few shots at you after you open it. Therefore, however, a few tricks you can use to gain the upper hand on your foes, whether or not you know where they're located in the room beyond.

First, always assume enemies lurk behind a door, until you're sure they don't. Approach a door as slowly and silently as possible; enemies can hear your footsteps through doors, and if you let them know where you are by moving too loudly, they'll usually either come out looking for you, or wait in the room with their rifles pointed at the door.

When you reach a door, and are preparing to open it, move as far to one side as possible, preferably by the handle side of the door. Doors' hinge sides are usually located closer to the corner of a room than their handle sides; this means that when you stand near the handle of a door while it's opening, you'll be less likely to be within view of an enemy afterwards.



After a door has been opened, you should be able to peek inside it, either by moving around in the third-person viewpoint, or by having your soldier lean around the corner. If there are enemies inside, shooting them while your soldier is leaning is an efficient way of eliminating them. You can also throw in defensive (blue stripe) grenades by bouncing them off a wall, just make sure you're ready with a weapon in case an enemy soldier decides to avoid the grenade by running into the hallway you occupy.

And finally, don't be afraid to unload a few dozen rounds of ammo through a door if you suspect an enemy is on the other side, or if you spot a door opening up.

### Room clearing:

In large buildings, you'll need to proceed room by room, clearing out all of the enemies in your path to ensure that none of them take you by surprise from behind. This is often a fairly straightforward task, but in the more labyrinthine structures, it can be fairly difficult to ensure that all of the rooms you've encountered stay clear.

It helps to find hallways and clear all of the adjoining rooms one by one, checking each room as you proceed, and only heading back to the hallway when you've eliminated all the enemies in each room.

This can help keep you oriented while you're inside a large structure, since you won't have detailed maps for the interiors of the buildings you enter.

One key tip for moving through large buildings is to close doors behind you as you move ahead, and listen for the sounds of doors opening and closing around you. Keeping the doors closed behind you will lower the probability of an enemy sneaking up behind you. If you stay alert and listen for the sounds of doors, perhaps after firing off a shot or two, you should be able to determine from which direction your enemies are approaching, and perhaps hastily set up an ambush with your automatic weapons.

### Stop and listen:

The key to locating your enemies in interior warfare is listening, not seeing. Given the tiny field of view afforded to you while indoors, you'll need to keep an ear out at all times. In locating your enemies, listening for footsteps is especially useful, since you'll be able to tune in on the location of an enemy and tell whether he's headed in your direction or not. Keep in mind, however, that many of your enemies will not make any sound, whether because they're standing or sitting in one place, or because they suspect your presence and are creeping about silently themselves.

It's quite possible, and often desirable, to eliminate your enemies without exposing yourself to fire. The most obvious way to do this is to use defensive (blue stripe) grenades, which can be safely (relatively speaking) bounced off of walls to reach across otherwise out of sight. Enemies will attempt to avoid the blast, though, so you may find yourself facing off with an enemy soldier as they run away from the grenade. Since it takes a second to switch from a grenade to your normal firearm, you'll want to have one of your fellow soldiers take up a supporting position nearby before you chuck your grenades.

## Vehicular Combat

Although you'll be using footpower to make your way across most terrain, you will run across vehicles on the battlefield. If the vehicle is unoccupied, you and your teammates can appropriate it for your own uses by entering it and driving off. (See Chapter 3 for details.) If an opponent occupies a vehicle, however, you will usually want to destroy it before it's used to destroy you.

Vehicles can be divided into two categories: armored and non-armored. Non-armored vehicles are susceptible to small-arms fire, such as that from your submachine gun, while armored vehicles will usually require heavy fire power to destroy.

### Non-armoured Vehicles

None of these vehicles are particularly hard to destroy. Automatically weapons fire will do the job nicely when aimed at the engine block. You can also shoot out a vehicle's tires if you want to slow it down a bit, but this won't neutralize the offensive capabilities of the vehicle.

**Automobile:** This is a non-armored vehicle that can be used for transportation only. Your soldiers will not be able to fire out of the vehicle, so be very careful when driving near enemies. Don't forget that you can run enemies over if you're in a tight spot.

**Motorcycle:** Motorcycles come with an attached weapon, so that two soldiers will fit inside. You're very exposed while riding in one of these, so you will want to stay far away from your enemies while driving.

**Jeep:** Jeeps have seats for a driver, two passengers, and one machine-gunner, who will utilize the machinegun mounted on the jeep's chassis. The passengers in the rear seats can fire outside the vehicle, but again, all of your soldiers will be very exposed. You can use the machinegun's tracer rounds to home in on your target from a great distance away; however, if a jeep doesn't possess a mounted gun, the forward passenger will only be able to use his regular weapon.

**Truck:** Trucks are unarmored and have no weaponry, so be careful when using these vehicles near enemies. Soldiers in the back of the truck can fire out the rear. Enemies can penetrate the windshield of the truck, so you might want to run directly towards any hostile soldiers. If you spot an enemy truck driving around, it should wind up high on your list of priority targets. If you manage to destroy it while it's still in motion, you'll destroy all of the soldiers inside, as well.

**Mobile Flak:** Mobile flak vehicles are simply flak guns mounted onto a truck chassis. You'll have space for all four of your soldiers, but they will all be relatively exposed, so you'll want to use the flak cannon to fire at your enemies from afar, before they can get a bead on your truck. You're best off using a scout in combination with this vehicle: send one of your soldiers ahead of the mobile flak truck to creep around for enemy soldiers, so that you're always prepared for what is coming. This is especially important when moving around corners.

## Armoured Vehicles

Armoured vehicles are very difficult for you to deal with. If possible, you'll be able to pick them off just to avoid them. Should you have to destroy them, however, you'll need to resort to some heavy firepower, such as a rocket launcher or anti-tank mine. (See "Is It Expensive to Blow")

**Armoured Personnel Carrier:** The machinegun on the top of an APC is its deadliest feature. Luckily, the gunner is exposed to fire, so take him down first so that the APC will be a rocket launcher can get close enough to blow the vehicle to shreds.

**Tanks:** Tanks possess both a machine gun and a turret that fires cryogenic shells. The weapons can eliminate your team within seconds, so your first task when you encounter a tank is to flank it or get behind it. If a tank is approaching you straight on, find cover: the machinegun on a tank is protected on its front side, and it has a decent arc of fire, so you'll want to be out of sight when the corpse rolls past. The turret, however, can swing in a 360-degree arc, so be sure to start turning when it begins retreating towards you.

There are a few different ways to eliminate a tank, the most common of which is to use a rocket launcher. Bazookas are usually available in the current type of mission in which you may face off against a tank; if you have a soldier with a high carrying capacity and an empty shoulder slot, bringing along a bazooka and a few extra rounds may make any tank encounter that much less difficult. German rocket launchers are called Panzerfausts, meaning "tank fist." These are one-use rocket launchers, and are not available from the inventory screen. You'll need to find a German armoury, or pick one up from a dead soldier.

Tanks are susceptible to rocket fire, but are heavily armoured on their frontsides. Your best bet when attempting to destroy a tank is to aim at its rear or flank side. If you manage a direct hit on the tracks, you may be able to prevent it from moving.

Anti-tank mines are another obvious weapon to use against a tank, but they're a bit more difficult to use than other weapons, due to the need to accurately predict the path that a tank will travel. If you observe a tank patrolling on a set course, then a mine or two on its path will ensure its destruction the next time it rolls around. On the other hand, if a tank is not moving or is searching for you in particular areas, a good place to set a mine is around one tank width from the corner of a structure. After you've set a mine, get the tank's attention by shooting it, and then retreat and hide behind the structure. If it follows you on a direct course, as it usually will, it will hit the mine and be destroyed.

Flak cannons and mobile flak vehicles can be used to destroy a tank. There isn't much strategy involved here, just get behind the tank and start blasting away. If the turret swings around, find some cover and attempt to approach from an alternate location.

Finally, if you can spotman a tank of your own, you can catch enemy destroyers on any tanks it's carrying. Reload time is extremely long for a tank's main turret, though, so be sure your first shot hits the target.





## Using Explosives

There are a number of explosive devices available in *Hidden & Dangerous 2*. These weapons require care and precision when used. It's all too easy to accidentally kill yourself or your teammates when you handle an explosive device improperly.

**Grenades:** Grenades come in two varieties. The first has a remote detonator upon it, pointing toward a surface after you throw it; it will immediately explode, sending it straight in all directions. Allied grenades with a red stripe have a contact detonator, and Japanese grenades with a black stripe have a time delay. The second type has an internal timer, and will explode a few seconds after you pull the pin. Allied grenades with a blue stripe are time grenades; these are the German Stülpnagelgrenade. These are suitable for interior or overhead strikes; you can bounce them off surfaces, and around corners. When you wield a grenade, your primary attack key will result in an overhead toss for a long range, while a secondary attack will result in an underhand toss for precise placement at close range.

**Dynamite and Explosives:** Since your team will be operating behind enemy lines, you will often come across vital Axis support assets, such as fuel tanks. You can use dynamite or satchel charges to destroy these objects, or indeed any object with an appropriate spot for your explosive device. You will know these objects when you see them, since all of them will possess a glowing red target spot for your explosives. In order to use your dynamite or satchel charge, simply target the red spot, use it, and select the option to place your dynamite. The timer on these explosives will generally be only 15 or 20 seconds, so run like hell as soon as the charges are in place.

**Mines and Anti-Tank Mines:** Anti-personnel mines can be laid almost anywhere, but they are obviously best used in areas where there are high levels of infantry foot traffic, such as immediately outside doorways. The concept is simple: cycle through your weapons until the mine is in your hand, and then press the attack key to lay it at your feet. When an enemy steps on the mine, that enemy dies. When a mine is placed, a small metallic trigger will poke up from the ground to remind you where you've laid your trap.

Anti-tank mines are set in similar fashion, but are intended to destroy vehicles, not infantry. A single mine will usually be sufficient for even a heavy tank, but the tank is not going to be in the tank's path without a timing shot. Your best option is to either minimize the tank's path, or attempt to lure a tank onto your mine via gunfire and enemy machine-guns.

**Rocket Launchers:** Rocket launchers, more than any other weapon, require practice to use effectively. When fired, the shells travel in a parabolic arc, which requires you to adjust your rocket launcher above your target and hope that you correctly calculated the parabolic path. Since your ammunition will usually be limited, and a misfire will usually result in enemy death to your detriment, you're going to want to know that you can hit your target in a critical situation. It'll be worth your while to practice firing the rocket launcher before you find yourself having to face with a tank.

Both launchers require you to be kneeling before you can fire them. The blast area is fairly large, so be sure you're at least ten to fifteen meters from your target before you fire a rocket. Also, be sure none of your teammates are behind you when you fire; rocket launchers have a terrible backblast, which will incinerate anything within a few meters of your rear.

## Appendix 2: Locations

There is a reason that they are calling this a "World War": it is being waged on every continent, in every environment on the globe. This appendix is designed to give you, the operative in the field, an overview of the geographical, political, and strategic situation in the various theatre that you may be called upon to operate in.

### Norway (~March, 1941)

Norway is a nation in the northwestern portion of Europe, north of Denmark (and Germany) and west of Sweden. Norway has thousands of islands (most of them with numerous ports). Most of the landscape is glaciated, with steep mountains and fertile valleys. Arctic tundra becomes prevalent in the north.

Norway's position in the North Atlantic makes it strategically invaluable to the German Navy. Norway had taken a position of neutrality early in the war, and the tiny army was completely unprepared when, in April of 1940, Hitler sent his armies to conquer the country, receiving help from the traitorous Norwegian Foreign Minister Vidkun Quisling. The Norwegian troops fought valiantly, even driving the Germans out of the port of Narvik, but the cause was hopeless, and Norway accepted an armistice on June 9, 1940. As of March 1941, the Germans still hold Norway in a tight grip.

### North Africa (~November, 1942)

North Africa is a region that includes a number of individual countries, including Libya, Egypt, Ethiopia, Algeria, Morocco, and others. The terrain and environment vary from region to region, including some areas in the north with climates reminiscent of Italy and the northern Mediterranean. Most of the area, though, is arid, barren deserts, with blowing sands and little shade or cover.

Africa was never in Hitler's act of targets, but Mussolini has other ideas, thinking to revive the French and British colonies there and create an Italian empire around the Mediterranean. When Italy's invasion began to go bad in late 1941 and early 1942, Hitler sent in General Erwin Rommel, called "The Desert Fox", to clean up the mess. Rommel landed in Tripoli and advanced rapidly as far as Tobruk, at which point Allied forces were able to check his advance. As of November of 1942, General Bernard Montgomery has pushed back against Rommel, forcing him out a relative distance north of El Alamein. The battle for North Africa is not won, but the odds have turned.

### Burma (~July 1943)

Positioned in Southeast Asia between China and India, Burma is a broad, heavily forested land surrounded by rugged highlands. It is a hot, humid tropical region subject to heavy monsoons throughout the spring and summer months, and long dry periods during the winters.

Burma is the main route between the West and Japan. China, a route sometimes called the "Burma Road." With Japan's control of the shipping lanes to the east of China, it became the most important route. The tanks need to use Chinese air bases in order to launch strikes on the Japanese home land, and the Chinese also need supplies. In May of 1942, the Japanese captured Burma.

As of July 1943, there is no hard plan in place to recapture Burma, and the allies aren't completely certain if what the Japanese are doing in the country's interior.

### Austria (~September 1943)

Austria is a small country with the misfortune to have been located between Hitler's Germany and Mussolini's Italy. It is a small, mountainous country, tapering off in sloping hills in the north and the east. Austria has cold winters and mild summers, with rain in the lowlands and snow in the mountains.

Wedged between two Axis countries, Austria was the first country to fall to Adolf Hitler's schemes for world domination, although it fell more through political chaos and jeering than it did through conventional warfare. In any case, Austria had, for all practical purposes, been a part of Germany since the spring of 1938.

### Northern France (~May 1944)

France has, as you know, just across the English Channel from our own country. It is north of Spain, which remains largely uninvolved in the current war, and also borders both Germany and Italy directly. It is a country of plains, fields, and gently rolling hills (although it is mountainous to the south). Cool summers and mild winters combine to make France a generally comfortable place to be.

France fell early in the war as part of Hitler's initial blitzkrieg, forcing the remaining French administration into a collaborationist government in the town of Vichy. The entire northern half of the country is under direct German control. The Axis leaders know that Britain will be the biggest ground war in invasion of the continent by the allies—something so. They even believe that the invasion will take place in France, but they are unsure where, and their forces are spread out right to cover a massive amount of coastline in northern France. Hitler knows we are coming. We'd hate to disappoint him.

### Czechoslovakia (~May 1945)

Czechoslovakia is a country dominated by forests, plains, plateau, and rolling hills. Czechoslovakia enjoys cool summers, but wet winters. It is a strategically located country, sitting at the crossroads of the most important land routes through Europe.

Sitting in the middle between Austria and Germany, Czechoslovakia made an obvious early target for Hitler. The Czechoslovakian army was no match for Hitler, and the only countries willing to defend Czechoslovakia (France and the Soviet Union) were prevented from doing so by Ireland and Romania. In 1938, in an attempt to weaken the threat from Germany, Czechoslovakia gave up the German-occupied Sudetenland. Six months later, under threat of an unstoppable invasion that would have devastated the country, the rest of Czechoslovakia was surrendered to Germany without a shot being fired.

Czechoslovakia has remained in German hands since that time. Now that the war in Europe draws to a close and Hitler has been confined in Berlin, reports have come in of the Czechoslovakian citizenry, with the backing of the Soviet Union, rising up against the German troops remaining in the area.

## Appendix 3: Weapons

### Light Weapons

Light weaponry consists of your basic combat knives, pistols, and revolvers. Combat knives are used largely in hand-to-hand combat, after a soldier has run out of ammunition, or when stealth is of the utmost importance. The difference between a semi-automatic pistol and a revolver is that a semi-automatic pistol is magazine-fed, while each shot in a revolver must be loaded individually.

#### Colt 1911



Used by	USA
Type of Manufacture	Pistol
Weight	11.50 pounds
Range (m)	500
Caliber	.45 ACP (11.43mm)
Rounds per Clip/Magazine	7
Rate of Fire (RPM)	18 A
Maximum Velocity	250 ft/s (76 m/s)
Weapon Type	Pistol

#### Enfield .38



Used by	Great Britain
Type of Manufacture	Revolver
Weight	3.6 pounds
Range (m)	200
Caliber	.38 Smith & Wesson
Rounds per Clip/Magazine	5
Rate of Fire (RPM)	18 A
Maximum Velocity	250 ft/s (76 m/s)
Weapon Type	Revolver

## Parabellum P08 (Luger Parabellum P08)



Invented as part of a design by Hugo Luger, the Parabellum P08 handgun was a semi-automatic handgun adopted by the German Army in 1904 and saw service in a variety of conflicts during World War II. The Parabellum P08 was the first handgun to use the Luger locking mechanism.

Designed by	Hugo Luger
Date of Manufacture	1904
Weight	4.50 grams
Range (yd)	100
Caliber	9mm Parabellum
Round per Clip Magazine	8
Rate of Fire (RPM)	N/A
Maximum Velocity	1,200 ft/s (366 m/s)
Weapon Type	Handgun

## German Fighting Knife



When the German Army was equipped with the German Fighting Knife in 1904, the knife was designed to be a close-quarters combat weapon. It was used in World War I and World War II, and it was the primary weapon of the German soldier when the enemy was attempting to kill him.

Designed by	German Army
Date of Manufacture	N/A
Weight	450 grams
Range (yd)	N/A
Caliber	N/A
Round per Clip Magazine	N/A
Rate of Fire (RPM)	N/A
Maximum Velocity	N/A
Weapon Type	Knife

## Taisho 14



Invented by general Kijuro Tsubaki, during the reign of the Taisho emperor, the Taisho 14 visually resembled the Luger Parabellum, though its inner workings are quite different. The Taisho 14 was invented around 1905 in order to replace a previous pistol by general Kijuro Tsubaki and was used by the Japanese Army as their standard handgun during World War II, as well as the previous conflict in East Asian campaigns. Unfortunately, the ammunition used by the Taisho is actually inferior to that used by the Luger of the other major powers at the time of World War II.

Designed by	General
Date of Manufacture	1905
Weight	450 grams
Range (yd)	100
Caliber	9mm Parabellum
Round per Clip Magazine	8
Rate of Fire (RPM)	N/A
Maximum Velocity	1,200 ft/s (366 m/s)
Weapon Type	Handgun

## Fairbairn-Sykes Dagger



When silent operations are absolutely critical or when you simply run out of ammunition, the combat knife can be your best friend. Knives were used in WWII for both hand-to-hand combat and for silencing the throats of enemy soldiers when the combatant was attempting to be silent.

Designed by	Great Britain
Date of Manufacture	N/A
Weight	450 grams
Range (yd)	N/A
Caliber	N/A
Round per Clip Magazine	N/A
Rate of Fire (RPM)	N/A
Maximum Velocity	N/A
Weapon Type	Knife

## Tokarev (Tokarev TT-33)



The TT-33 was a modification done in 1933 on the TT or Tokarev Pistol, which was manufactured in 1930. With the locking mechanism in a slightly different position, the TT-33 is a recoil-operated, semi-automatic pistol. The Tokarev TT-33 was the primary sidearm of the USSR, as it was manufactured by many eastern block countries including China, Yugoslavia, and North Korea.

Designed by	USSR
Date of Manufacture	1933
Weight	450 grams
Range (yd)	100
Caliber	9mm Tokarev "Tokarev"
Round per Clip Magazine	8
Rate of Fire (RPM)	N/A
Maximum Velocity	1,200 ft/s (366 m/s)
Weapon Type	Handgun

## Medium Weapons

Medium weaponry consists of rifles and submachine guns. While they do not weigh as much as the various light machine guns or rocket launchers, they are also more powerful than the light weaponry, and can be much more accurate and easy to fire than either at a distance.

Rifles in 1914 during WWI can be divided into two different categories, bolt-action and semi-automatic. Bolt-action rifles refer to rifles that require manual operation of the breech bolt, or simply bolt, between each shot. Earlier bolt-action rifles were single shot, but in the mid 1870s bolt-action rifles began to be magazine fed. By the time WWI rolled around, magazine fed bolt-action rifles were a common sight, and were largely used as the standard issue infantry firearm. Oplocks were also often mounted on bolt-action rifles, allowing them to be used as sniper rifles. Semi-automatic rifles are rifles that do not require a manual reloading after each shot fired, utilizing a portion of the energy that is generated from firing a round. The difference between a semi-automatic rifle and an automatic rifle, or assault rifle, is that each press of the trigger on a semi-automatic rifle will shoot only one round, while an automatic rifle will continue firing until the magazine is empty. Some bolt-action and semi-automatic rifles are classified as carbine rifles, which means that they have been lightened, with shortened barrels and, often, they fire smaller rounds.

Submachine guns didn't see serious use until WWI, yet their initial manufacture started in 1915. While they are not as large as a rifle, they are larger than a pistol, allowing for a high rate of firepower with a relatively short range. Typically each platoon would have several troops armed with submachine guns.

### Arisaka Meiji 38



From 1915 to the beginning of World War I, when it was discontinued in 1910 in favor of the Type 70, the bolt action Arisaka Meiji was the standard Japanese rifle. Reintroduced in 1931, a production version of the Type 38 was used by the Arisaka Meiji in Japanese III service until the end of the war. Due to a typical bolt action over the bolt, the operation of the Arisaka Meiji was both noisy and prone to jamming. Due to this, while the Arisaka Meiji was not as powerful as some of the rifles used by the allies, the rifle was both long and its action was based upon the Japanese design, which meant that a real very little recoil and was very accurate.	Used by	Japan
	Date of Manufacture	1915
	Weight	43.15 grams
	Range (yds)	990
	Caliber	6.5mm (0.26in)
	Rounds per Clip / Magazine	5
	Date of First Production	N/A
	Maximum Velocity	2,100 ft/s (640 m/s)
	Weapon Type	Rifle

### De Lisle Commando Carbine



When World War II started, a bolt action rifle was an expensive piece of equipment. In 1942, work was begun on the De Lisle Carbine, a specially built rifle for use in covert operations. While it was initially several experimental designs, the final version chambered in 0.45 ACP that used the barrel and magazine of a .38 S&W (L&A) and the stock and action of the Lee-Enfield #3 L&A rifle was eventually used.	Used by	Special Forces
	Date of Manufacture	1942
	Weight	4.25 grams
	Range (yds)	990
	Caliber	0.45in (11.43mm)
	Rounds per Clip / Magazine	7
	Date of First Production	N/A
	Maximum Velocity	350 ft/s (107 m/s)
	Weapon Type	Rifle

### Karabiner 98K



The Karabiner 98K is a manually-operated magazine fed bolt action rifle. The magazine of the Karabiner 98K was a two-row, five-round, internal box magazine with a detachable floor plate that could be loaded by stripper clip, or by filling the magazine one round at a time manually. The Karabiner 98K was a redesign of the original Karabiner 98 that was done in 1935, and the Karabiner 98K stayed in production until 1945.	Used by	Germany
	Date of Manufacture	1935
	Weight	9.89 grams
	Range (yds)	990
	Caliber	7.92mm (0.312in)
	Rounds per Clip / Magazine	5
	Date of First Production	N/A
	Maximum Velocity	2,450 ft/s (747 m/s)
	Weapon Type	Rifle

### Enfield Mk. 4 (Lee-Enfield MK 4)



The Lee-Enfield MK 4 was an evolution of the original Lee-Enfield rifle from before WWI. Major improvements were made, and in 1913 the Lee-Enfield MK 4 was released. Soldiers that used the Lee-Enfield MK 4 were trained very quickly and they were capable of firing 30 aimed shots per minute, which was so fast that some German soldiers would think that they were under automatic weapons fire. There was a slight version of the Lee-Enfield MK 4 made during WWI that was equipped with detachable optical scope mounts that were mounted to the left side of the receiver.	Used by	British Empire
	Date of Manufacture	1913
	Weight	41.14 grams
	Range (yds)	990
	Caliber	0.38in (9.75mm)
	Rounds per Clip / Magazine	10
	Date of First Production	N/A
	Maximum Velocity	2,400 ft/s (731 m/s)
	Weapon Type	Rifle

## M1 Garand



The M1 Garand was adopted on January 9th, 1936 by the US Army. Unfortunately, the M1 Garand experienced an extremely high level of manufacturing error in production and, in 1941, the gun underwent a re-design to remedy the issue. Although all of the original M1 Garands that were in field use were re-built to accommodate the new gun, and an additional estimated 4 million M1s were produced during WWII, other than the minor variations of the M1 Garand, which had a unique scope attached, WWII production was all ready built to the rifle in 1941, after the initial redesign.

Designed By	USA
Date of Manufacture	1936
Weight	4515 grams
Range (yd)	300
Calibre	0.30 (7.62mm)
Rounds per Clip/Magazine	8
Rate of Fire (RPM)	15-18
Maximum Velocity	2,800 ft/s (853 m/s)
Weapon Type	Rifle

## Springfield (M1903A3 / M1903A4 Springfield)



While the M1903 was initially a product of the Springfield Armory, which started developing it in 1900, it was not until 1903 that the Springfield Armory was officially established with responsibility for the rifle, and they released the M1903A3 in 1943. The M1903A4 was released in 1944 (the M1903A3, however, the iron sights replaced with M735) 2.6X twist rifling, and afterward the M1903A4 remained in service until the late 1960s.

Designed By	USA
Date of Manufacture	1903
Weight	2614 grams
Range (yd)	400-600
Calibre	0.30 (7.62mm)
Rounds per Clip/Magazine	5
Rate of Fire (RPM)	15-18
Maximum Velocity	2,900 ft/s (884 m/s)
Weapon Type	Rifle

## M1 Carbine



In 1942, the US Army requested a short, compact rifle for use in a place handgrip for the front-line combat troops behind the line. Effectively the goal was to have a weapon that would be easier to train soldiers to fire accurately than the M1, while still shooting a medium-caliber round. Initially, however, the goal that was developed for the M1 Carbine was a round-robin bullet that limited the effectiveness to approximately 300 meters, and rely on its light weight to saving weight and maneuverability. As a 0.41 ACP round that was shot by the M1, the M1 Carbine had the M1 Carbine was designed to be a lightweight rifle that was easy to use. The M1 Carbine was designed to be a lightweight rifle that was easy to use. The M1 Carbine was designed to be a lightweight rifle that was easy to use.

Designed By	USA
Date of Manufacture	1942
Weight	2,600 grams
Range (yd)	300
Calibre	0.30 (7.62mm)
Rounds per Clip/Magazine	10
Rate of Fire (RPM)	15-18
Maximum Velocity	1,600 ft/s (488 m/s)
Weapon Type	Rifle

## Mosin-Nagant (Mosin-Nagant M1891/30)



The Mosin-Nagant rifle, also known as the 7.62mm Mosin, was developed by combining two Russian designs from a US911 army request. Mosin and Nagant designed the rifle. The final design was an amalgamation of both designs. The original Mosin-Nagant was originally designed in 1891 and, between then and 1944, the Mosin-Nagant went through several redesigns, and it was only that was used both in the infantry and in the sniper rifle was known as the M1891/30, and was produced in 1930. Like the M1 Garand, the Mosin-Nagant is an intermediate-caliber rifle.

Designed By	Russia
Date of Manufacture	1890
Weight	4,000 grams
Range (yd)	600
Calibre	0.30 (7.62mm)
Rounds per Clip/Magazine	5
Rate of Fire (RPM)	15-18
Maximum Velocity	2,400 ft/s (731 m/s)
Weapon Type	Rifle

## MP 40



The MP 40, developed in 1940, was a relatively simple blow-operated fully automatic submachine gun, and was a refinement of the MP 38. One of the better features of the MP 40 was a mechanism that reduced the rate of fire, which helped the operator maintain control of the weapon when firing. The only serious drawback to the MP 40 was the lack of a hand guard at the front, which could result in the operator burning their hands.

Designed By	Germany
Date of Manufacture	1940
Weight	4710 grams
Length (cm)	111
Caliber	9 mm (0.36 in)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	500
Maximum Velocity	1,000 ft/s (305 m/s)
Weapon Type	Submachine

## Spagin (PPSh-41G Spagin)



Produced in numbers totaling more than 100,000 in all, the PPSh-41 was one of the primary weapons used by the Soviet Union during WWII. The PPSh-41 is a blow-operated selective fire submachine gun. Both accurate and having a relatively long range, when compared with other submachine guns, the PPSh-41 was developed by Georgy Spagin, and, as a result, the PPSh-41 is also often referred to as the Spagin. In the end, the PPSh-41 was so popular that the design was exported to numerous countries, as well as was copied by the Japanese.

Designed By	USSR
Date of Manufacture	1943
Weight	3,600 grams
Length (cm)	95
Caliber	7.62 mm (0.303 in)
Rounds per Clip/Magazine	71
Rate of Fire (RPM)	600
Maximum Velocity	1,100 ft/s (335 m/s)
Weapon Type	Submachine

## M1 Thompson



Initially, the Thompson submachine gun appeared in 1919 and, since then, the weapon has undergone numerous revisions. One of the things that sets the Thompson apart from other submachine guns is that while most are made to be as inexpensive as possible, the Thompson was designed to be a truly high-quality weapon. That said, it had a relatively high effective range, was expensive to manufacture, and weighed more than others, such as the Sten gun. Fortunately, however, the Thompson used a larger, more powerful round, the 0.45 ACP, as opposed to other submachine guns used during WWII.

Designed By	USA
Date of Manufacture	1920s
Weight	11.7 pounds
Length (cm)	41
Caliber	0.45 in (11.43 mm)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	700
Maximum Velocity	1,100 ft/s (335 m/s)
Weapon Type	Submachine

## PPS - 1943



The PPS-43 is a light weight fully automatic, only 4.6 lb (2.1 kg), blow-operated submachine gun. The addition of a folding metal hand stock allows the PPS-43 to further reduce the size for transport or use in cramped quarters. The PPS-43 also has an answer to the problem that was posed by the PPSh-41, specifically the size and weight of the weapon. The PPS-43 also had a reduced rate of fire, as compared to the PPSh-41, which made maintaining it easier.

Designed By	USSR
Date of Manufacture	1943
Weight	3,500 grams
Length (cm)	800
Caliber	9 mm (0.36 in)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	700
Maximum Velocity	1,100 ft/s (335 m/s)
Weapon Type	Submachine

## Sten gun Mk. 2



In a very simple and easy to use device, the Sten gun Mk. 2 cost only about \$10 to manufacture. Unfortunately, however, the design and relatively low rate of fire (approximately 500 rounds per minute) provided an exceptional amount of stability. The only serious drawback of the Sten gun was that the effective range was only slightly greater than 100 yards (91.4 m), as compared to the Sten Mk. 1, which had an effective range of 100 yards (91.4 m).

Designed By	Great Britain
Date of Manufacture	1942
Weight	3.16 pounds
Length (cm)	770
Caliber	9 mm (0.36 in)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	500
Maximum Velocity	1,100 ft/s (335 m/s)
Weapon Type	Submachine

## Sten gun Mk. 2 (with silencer)



The Sten gun Mk. 2 with silencer is effectively the same as the Sten gun Mk. 2, with the exception that it allows the muzzle velocity to subsonic speeds and greatly reduces the rate of fire of the weapon, while greatly reducing the noise of the gun when fired.

Designed By	Great Britain
Date of Manufacture	1942
Weight	3.16 pounds
Length (cm)	770
Caliber	9 mm (0.36 in)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	500
Maximum Velocity	1,100 ft/s (335 m/s)
Weapon Type	Submachine

## Heavy Weapons

Requiring both hands to hold, the heavy weapons available to soldiers include various light machine guns, anti-tank weapons, and one of the first assault rifles ever produced.

Light machine guns, while significantly heavier than submachine guns, are able to fire rounds that are significantly more powerful, more like the rounds that are often fired from the various bolt-action rifles, often with significantly more rounds in each magazine. Due to their rate of fire, and the power of each round, light machine guns often need to be fired from the prone position, steadied by a small frontal bipod.

The anti-tank weaponry available consists of the standard issue U.S. M1 Blackcat and the German Panzerfaust. As with the light machine guns, shoulder-launched anti-tank weaponry is quite heavy, especially in the case of the Panzerfaust, which is a one-shot weapon. Nonetheless, the damage that anti-tank weaponry is capable of causing is far greater than the damage caused by other heavy weaponry.

Last but not least, the one true assault rifle available is the German MP44, which came out shortly after a Soviet variant made by Pskov, and the German MP43. As with all assault rifles, the MP44 is designed as a CQB (Close Quarter Battle) weapon, and uses rounds more powerful than most submachine guns, yet still less powerful than many rifle rounds.

### BAR (BAR M1918)



Manufactured near the end of WWI, the first using Auto under BAR, or BAR, was originally intended to be carried and fired in a like the M1 Garand, that is, from the shoulder or from the hip, while following the more firepower. Unfortunately, due to the weight being twice as heavy as an M1 Garand, the BAR had to be fitted with a tripod, and by the time WWI ended around it proved to be a capable light machine gun. The BAR was used for many years and, in the end, ceased to be used only because it could not be upgraded to be as quickly with new ammunition.

Designed By	DM
Date of Manufacture	1918
Weight	14.5 lb (6.6 kg)
Length (in)	48.5
Caliber	0.30 (7.62 mm)
Rounds per Clip / Magazine	25
Rate of Fire (RPM)	100
Maximum Velocity	2,800 ft/s (853 m/s)
Weapon Type	Light Machine

### Bren Gun



The Bren is a light machine gun that was equipped with 30-round magazines, though it was common to carry load 48 rounds to ease tension on the trigger. Those who carried a Bren gun on the front line also carried with them a very specialized gun to ensure that the Bren gun was kept in operation. The gun would contain spare parts and other maintenance equipment. Originally the Bren Gun was of Czechoslovakian manufacture.

Designed By	David Brown
Date of Manufacture	1939
Weight	24 lb (11 kg)
Length (in)	48.5
Caliber	0.30 (7.62 mm)
Rounds per Clip / Magazine	30
Rate of Fire (RPM)	120
Maximum Velocity	2,800 ft/s (853 m/s)
Weapon Type	Light Machine

### Degtyarev DP 1928



Developed in 1927, with production starting shortly thereafter, the Degtyarev DP 1928 was the standard light machine gun for the Soviet Army during WWII. Thanks to a tripod that was included with the Degtyarev DP 1928, it was also able to be used as an anti-aircraft gun.

Designed By	DP
Date of Manufacture	1928
Weight	19.5 lb (8.8 kg)
Length (in)	48.5
Caliber	0.30 (7.62 mm)
Rounds per Clip / Magazine	25
Rate of Fire (RPM)	120
Maximum Velocity	2,700 ft/s (823 m/s)
Weapon Type	Light Machine

### ZB26



The ZB26 was originally a Czech light gun, the one for which was designed so good that it ended up being purchased by the British and was used as the template for the British Bren gun, and later for the Type 96 Japanese light machine gun as well. The ZB26 was no smaller than the Bren gun that it has even been referred to as the first Bren gun.

Designed By	Primož
Date of Manufacture	1926
Weight	101.5 lb (46 kg)
Length (in)	48.5
Caliber	0.30 (7.62 mm)
Rounds per Clip / Magazine	30
Rate of Fire (RPM)	60
Maximum Velocity	2,800 ft/s (853 m/s)
Weapon Type	Light Machine

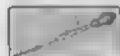
## MP 44



The world's first assault rifle, the M16, was developed in Germany for use in WWII. The Sturm gewehr started as a combination of submachine guns, light machine guns, and bolt actions in rifles, giving a variety of the advantages of all three into a single rifle. It moved from being what would now be called a light machine gun to being a "battle" rifle. While the machine rifle is not as powerful as some of the bigger rifle models, they are significantly more powerful than pistol carbines. The only serious weakness of the M16 was the weight and strength of the bolt where the stock attached.

Used by	Summary
State of Massachusetts	1991
Weight	1650 grams
Weight (kg)	1.65
Color	Yellowish white
Amount per Cup (Alcoholic)	30
Date of Production	1990
Maximum Volume	1150 ml (45.6 oz)
Weight: Volume	Average

## Panzerfaust 60



Converted as a 7-placemeter to the Panzerfaust 30, which had a limit of 30 meters, the Panzerfaust 02, with an effective range of 60 meters, is the next step in the chain of several versions of the Panzerfaust, even with its ever-increasing range. The Panzerfaust 03 was the most widely produced version of the Panzerfaust, and, as with the Panzerfaust 30, the Panzerfaust 00 was a 400-500-1000 weapon.

Individually, due to this relatively large jet of flame that shot out of the back of the transistor set, the person firing it, and anyone else around, had to be quite careful or they could be burned alive.

Test by	January
Date of Manufacture	1914
Weight	over 6 grains
Range (yds)	60
Calibre	.36 in (9 mm)
Remains per 100 Yards	1
Name of Firm (Agent)	IAA
Maximum Velocity	1400 ft/sec (427 m/sec)
Propellant Type	Heavy Artillery

## M1 Bazooka



Initially the ordering system for the Blackbox was dependent on some shop-to-shop charges that were acquired from the Swiss in the 1980s. After it was determined that they would not work well in Germany, a dedicated internal structure devised a fully integrated shop-to-shop system that was named after an old shop-to-shop transaction played by Bob Byrne. After several months, the Reichs Leichter M1, or M1 Blackbox, began manufacturing in 1991 and was used in WWII as the standard anti-air weapon of the USA.

Device	USA
Code of Manual entry	141
File(s)	00101 grade
Format(s) (year)	120
Location	23000 (10 min)
Words per page, Magazine	1
Page(s) First (Last)	16A
Maximum Volume	500 (8000 words)
Volume Type	Index, Analytical

## Explosives

While a variety of explosives were available to both the allied and axis forces during WWII. These not only included the standard grenades, but also anti-tank and anti personnel mines, as well as explosives, such as dynamite, used to take out key targets.

### Anti-Tank Mine



These Soviet WWII mine were captured at a tank mine that were used by the 1st of the 2nd AF. (most used also 1st AF and 2nd AF), while others used at a road mine in the 1st AF mine doctrine in order to destroy the roads on enemy lines, and tank mine would normally carry enough to prevent one to eight pounds of explosives. And tank mines were often covered with anti-personnel mines	Used by	N/A
	Field of Manufacture	RFA
	Weight	not given
	Proprietary	None

### Dynamite - Timed



Wongling knew that the explosive bag, the dynamite used in hidden and dangerous is a variable-limited explosive charge.

Filed by	N/A
Date of Manufacture	N/A
Weight	1100 grams
Weapon type	Mine

## Explosives Bag



When you need more of a product than you can get from the store, having an easy answer just on hand is a huge help. The next business day need a variety of United delay.

Used By	N/A
Date of Manufacture	N/A
Weight	1.05 Grams
Material Type	1 Kevlar

### Explosives (Clam Bomb)



ing a little girl, replied to their dreadful or the  
explosive boy: can this be the lucky bomb in hand  
that the same fireplace would be doing a large  
one as a work, proving you can get close, safety.

Имя	И.А
Имя организации	И.А
Адрес	С.А. 27000
Вид документа	*.xls/xlsx



## Magnetic Mine



Magnetic mines are used to adhere to the underside of ships, rather than buried under the water's surface.

Used by	USA
Date of Manufacture	1944
Weight	100 grams
Weapon Type	Grenade

## Mine



Mines are used to take out enemy tank companies, or immobilized with anti-tank mine to take out the foot soldiers that accompanied tanks until a tank's armor is old enough to have on a mine.

Used by	USA
Date of Manufacture	1944
Weight	100 grams
Weapon Type	Mine

## No. 36 - Defensive (No. 36M MK1 "Mills Bomb")



Originally the No. 36 hand grenade was considered a defensive grenade due to its high-shrapnel content, which could be thrown towards an enemy to discourage them from advancing. In Hidden & Dangerous 2, however, the No. 36 instead has a longer fuse delay, which allows it to bounce before exploding, or to be dropped and explode instantly.

Used by	United States
Date of Manufacture	1945
Weight	100 grams
Weapon Type	Grenade

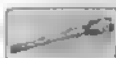
## No. 69 - Offensive (No. 69 MK1)



Originally the No. 69 was used as an offensive grenade during WWII due to the low amount of shrapnel, allowing it to be used in close-quarter battle with less risk to the soldier. In Hidden & Dangerous 2, however, the No. 69 is classified as an offensive grenade because it will explode instantly, and not burn.

Used by	United States
Date of Manufacture	1945
Weight	100 grams
Weapon Type	Grenade

## Stielhangranate 39



One of the standard German anti-tank weapons during WWII, the Stielhangranate 39 was often referred to as the stick grenade, or possibly mortar, due to the addition of a stick. A later version, known as the 40,

used the stick to the top of the grenade, making it to be used as a stick grenade. There was also a version of it, known as the 39b Stielhangranate, that was used as a grenade.

Used by	Germany
Date of Manufacture	1939
Weight	100 grams
Weapon Type	Grenade

## Type 97



Effectively the same as the Type 61 Rifle grenade with the bottom tube removed, the Type 97 was the standard grenade used by the Japanese during WWII. With the tube removed, the Japanese Type 97 hand grenade could not be fired from a rifle.

Used by	Japan
Date of Manufacture	1937
Weight	100 grams
Weapon Type	Grenade

## Medium / Heavy Machine

While submachine guns and light machine guns can often lay down quite a bit of firepower in order to lay down enough firepower at high-range, you will need to resort to medium or heavy machine guns. Due to their size and weight, however, medium and heavy machine guns are tripod or fixed-mount guns, which means that they are not portable. The unfortunate result about this is that, since you have lost the one who is advancing on enemy positions, your enemies will likely be firing them at you.

### MG-42

Which all machine guns manufactured, the MG-42 replaced the MG-34 near the end of WWII (two of the ways in which it is of the MG-34 were not used was by a significant increase in the rate of fire, making it fully automatic. Even when the MG-42 was introduced, however, while it was made it ideal for infantry, the MG-34 was still used in tanks and other vehicles, because the barrel of the MG-34 was removed backwards, instead of from the side, like the MG-42. The MG-42 is tripod or tripod-mounted, depending on application.	Used by	Germany
	Date of Manufacture	1942
	Weight	12.5 pounds
	Caliber (mm)	7.92
	Caliber	7.92 mm (German)
	Rounds per clip / Magazine	50
	Rate of Fire (RPM)	1,200
	Maximum Velocity	1,000 ft/s (305 m/s)

### Browning M1919

The Browning M1919 was developed as a heavy machine gun. The Browning M1919 is based on the .30 mm design as the M1918, which the Browning M1919 was also based on. The Browning M1919 underwent several revisions. Initial designs were air-cooled, but later designs were even liquid-cooled. The heavier barrel of the M1919 also allowed for long periods of sustained fire between changing barrels. The Browning M1919 was mounted on a tripod, and used as an anti-aircraft gun. The Browning M1919 is tripod or tripod-mounted.	Used by	USA
	Date of Manufacture	1919
	Weight	14.5 pounds
	Caliber (mm)	7.62
	Caliber	7.62 mm (German)
	Rounds per clip / Magazine	50
	Rate of Fire (RPM)	1,200
	Maximum Velocity	1,000 ft/s (305 m/s)

### Browning M1919 Twin

The twin, or M1919 Twin is a variant of the Browning M1919, except that it had two Browning M1919 guns mounted side by side, allowing for increased firepower.	Used by	USA
	Date of Manufacture	1919
	Weight	29 pounds
	Caliber (mm)	7.62
	Caliber	7.62 mm (German)
	Rounds per clip / Magazine	50
	Rate of Fire (RPM)	1,200
	Maximum Velocity	1,000 ft/s (305 m/s)

### 02 Vzor 37

Originally designed for the Soviet Union, and then referred to as the VZ-37, the VZ-37 is a medium machine gun. It is a tripod-mounted machine gun. The VZ-37 was the first Soviet machine gun. The VZ-37 was the first Soviet machine gun.	Used by	Germany
	Date of Manufacture	1937
	Weight	100 pounds
	Caliber (mm)	7.62
	Caliber	7.62 mm (German)
	Rounds per clip / Magazine	50
	Rate of Fire (RPM)	1,200
	Maximum Velocity	1,000 ft/s (305 m/s)

### Type 92

The Arisaka Type 92 machine gun, or Type 92, was a Japanese machine gun. It was a tripod-mounted machine gun. It was a tripod-mounted machine gun. It was a tripod-mounted machine gun.	Used by	Japan
	Date of Manufacture	1932
	Weight	100 pounds
	Caliber (mm)	7.62
	Caliber	7.62 mm (German)
	Rounds per clip / Magazine	50
	Rate of Fire (RPM)	1,200
	Maximum Velocity	1,000 ft/s (305 m/s)

## Cannons

Various types of cannons are available to both sides and be shot at by; these include a variety of both anti-aircraft and tank guns. Since many of these are fixed, or are being used by the enemy, care must be taken when approaching a cannon.

### 85mm - T34 / 85, ISU 85

The T34 / 85 or ISU 85 was equipped with an 85 mm cannon. In addition to the increased firepower that was provided by this cannon, it was also equipped with a turret. The T34 / 85 was a tank. The ISU 85 was a tank.	Used by	USA
	Date of Manufacture	1944
	Weight	100 pounds
	Caliber (mm)	7.62
	Caliber	7.62 mm (German)
	Rounds per clip / Magazine	50
	Rate of Fire (RPM)	1,200
	Maximum Velocity	1,000 ft/s (305 m/s)

## Flak 38 20mm

The portable anti-aircraft gun of Germany during WWII, the Flak 38 was the successor of the 2cm Flak 30. The Flak 38 ended up being mounted in numerous types of vehicles and even was the primary gun of a Panther close anti-air tank. The Flak 38 is both mounted on a tripod, and on the back of the Blitz wagen.

Used By	Germany
Date of Manufacture	1944
Weight	5,700 kg
Range (yd)	1,000 (900m)
Caliber	20mm
Rounds per Clip Magazine	100
Rate of Fire (RPM)	400-450 (500 in A)

## Flakvierling 38 4x20mm

Made by mounting four individual Flak 38 cannons together, the Flakvierling 38 was largely installed in flak towers or other permanent mounts. It was operated by two hand-wheels that controlled the vertical and horizontal pitch, as well as two foot pedals, which would cause it to automatically upped Flak 38 barrels to fire. The Flakvierling 38 4x20mm cannon can be found mounted on a Hermann II Boat.

Used By	Germany
Date of Manufacture	1940s
Weight	11,000 kg
Range (yd)	1,000 (900m)
Caliber	N/A
Rounds per Clip Magazine	400 x 4
Rate of Fire (RPM)	360-400 (500 in A)

## KwK 36 - Tiger

With a higher power rating than the Panther was equipped with, the KwK 36 was capable of firing a 28 cm round. In fact, by the end of WWII, the KwK 36 was the only tank gun in the German arsenal that was capable of penetrating the armor of the T-34 and KV's Soviet tanks. Additionally, the accuracy was such that the KwK 36 could hit lighter to penetrate first round at over 1,000 meters in combat.

Used By	Germany
Date of Manufacture	1941
Weight	13,500 kg
Range (yd)	5,400 (5,000m)
Caliber	N/A
Rounds per Clip Magazine	N/A
Rate of Fire (RPM)	90 (100-170 in A)

## KwK 40 - Panther

Initially the Panther used a KwK 40 mm round and the tank was used largely as an infantry support role, but after the tank was anti-tested out with the KwK 40, which launched long 75 mm rounds, the Panther became the main battle tank of the Germans, and was in service at all fronts. The combination of the power of the Panther, and the ability of the German tank commander, at the point even with 11 Panthers to destroy over 60 Soviet T-34s.

Used By	Germany
Date of Manufacture	1941
Weight	13,500 kg
Range (yd)	5,400 (5,000m)
Caliber	N/A
Rounds per Clip Magazine	N/A
Rate of Fire (RPM)	120-130 (170 in A)

## Appendix 4: Gear & Vehicles

### Equipment

#### Backpack



There are a number of varieties of backpack. By placing one on your back when preparing for a mission, you will be able to carry much more equipment than you would otherwise.

#### Binoculars



Binoculars are a rigid frame holding a combination of mirrors and lenses, effectively creating a telescope for each eye. To use your binoculars, simply have them in your inventory and use the binocular key (default: B).

#### Camera



This is just a quality over the regular camera. When you need to take a photograph of something, simply walk up to it and interact with it. The option to take a photograph will be in the interaction menu.

#### Compass



The compass is a small but vital piece of equipment, every soldier should not omit it from his standard equipment. See the literature section for more information.

## Diving Gear



This diving gear is a newly-developed type of breathing apparatus designed for divers. It has a limited amount of air, but the PSS is not an aquatic unit, you should have more than enough air for any of your pulsations. This is worth in lieu of a backpack.

## First Aid Kit



First aid kits contain a combination of essential bandages and medications. If an emergency would arise in the field. To heal yourself, simply select the first aid kit. It would a weapon. To heal an ally, interact with them and choose to heal them from the interaction menu. A first aid kit turns only enough bandages to the class.

## First Aid Kit, Large



The large first aid kit works just like the smaller version, but it has enough bandages and medications for multiple uses.

## Keys



Keys are used to open locked doors, of course. Normally, important items are kept by important people, so make sure you check any enemy that you eliminate.

## Wire Cutters



Wire cutters are a strong tool that can cut through electrical wires, barbed wire, and so on. Simply keep these in your inventory until they are needed. When you need to cut something, interact with it and the option to cut it will be in the interaction menu.

## Clothing

### Uniforms



There is nothing especially remarkable about your own uniform, but you can acquire the uniforms of enemies, allowing you to pass as one of them for a short time. Naturally, you can wear only one uniform at a time.

### Helmets



Whenever you can, wear a helmet. Yes, they're heavy, but they are capable of stopping a bullet that would otherwise put you into a pine box. As with uniforms, you can steal the helmet of your enemies, but can wear only one at a time. Some uniforms are normally worn with a hat rather than a helmet, which looks good, but provides little protection.

### Other clothing



There are other forms of clothing that you may find useful from time to time. Stuff and other non-military clothing works much like a uniform. Eyeglasses can be worn in lieu of a helmet to replace it's function.

**Note:** See Chapter 3 Gameplay for details on how all guises work.

## Vehicles

### Motorcycles

#### Krautrad BMW R75 w/ Sidecar (GER)



When they need a combination of speed and main - body, the Germans often rely on motorcycles. The R75 is a heavy model with a powerful engine, a rev - gear, an 180 cc engine unit, a light machine gun on its head. It is usually used in the rear of the column and is especially popular with the Arctic Corps.

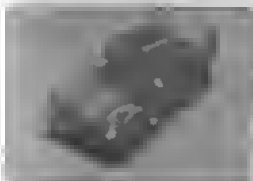
Country of origin	Germany
Length	4 m
Width	70 cm
Height	1 m
Weight	210 kg
Max. speed	120 km/h
Max. crew	2

#### Opel Blitz w/ 20mm Flak 38 AA (GER)



Country of origin	Germany
Length	4.50 m
Width	1.70 m
Height	1.90 m
Weight	5,500 kg
Max. speed	60 km/h
Max. crew	4 (1 + passengers)

#### Krupp Protze Kfv. 70 (GER)



Country of origin	Germany
Length	6.10 m
Width	1.70 m
Height	1.90 m
Weight	2,500 kg
Max. speed	70 km/h
Max. crew	4 (1 + passengers)

## 4 - 8 Wheeled Vehicles

### Opel Blitz (GER)



If you find it is hard to find a vehicle, the Germans often rely on the Opel Blitz. It is a truck, part of the line of remarkable quality. Now it serves as Germany's primary vehicle, being used to move troops and supplies, and also for other purposes.

Country of origin	Germany
Length	5 m
Width	1.70 m
Height	1.90 m
Weight	2,500 kg
Max. speed	70 km/h
Max. crew	4 (1 + passengers)

## Kubelwagen (GER)



The military version of the Volkswagen Beetle. The Kubelwagen is a multi-purpose vehicle in heavy use on every front. It is fast and reliable, and effective in rough terrain. Much like the American Jeep, it is used for multiple tasks: as a staff car, for scouting, and for any other purpose that the Wehrmacht can think up.

Country of origin	Germany
Length	3.74 m
Width	1.7 m
Height	1.4 m
Weight	650 kg
Max. Speed	80 kph
Max. Crew	4

## Schwere Panzerspähwagen Puma (8dKfz 234/R) (GER)



The Panzerspähwagen 234 is a German 8-wheeled armored car. All eight wheels are powered, and all eight wheels are steered. The 234/R model also has a turret (originally designed for a 100mm tank) with a 75mm KwK L40 "Puma" cannon, and a machine gun.

Country of origin	Germany
Length	6.0 m
Width	2.4 m
Height	2.50 m
Weight	11,000 kg
Max. Speed	70 kph
Max. Crew	3

## Bedford QLD Supply Truck (GB)



The Bedford QLD Supply Truck, introduced early in the war, has been the backbone of materiel supply on every front. It is a big, boxy, but reliable vehicle.

Country of origin	Germany
Length	5.74 m
Width	1.7 m
Height	1.4 m
Weight	1050 kg
Max. Speed	80 kph
Max. Crew	4 (incl. Hystein)

## Willys MB Truck, 1/4 Ton, "Jeep" (US/GB/USSR)

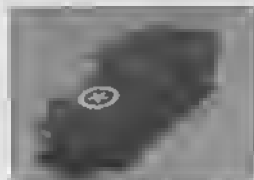


Designed by Willys-Overland Motors, this vehicle, first called a "Jeep" (from US military slang), is a four-wheel drive utility vehicle that serves the allies in every feasible way, from a light transport vehicle to a machine gun platform. It is a small, but reliable vehicle.

Country of origin	United States
Length	3.0 m
Width	1.37 m
Height	1.0 m
Weight	1,000 kg
Max. Speed	70 kph
Max. Crew	4

## Halftracks

### M2 Halftrack (US)



Combining the advantages of a vehicle with the terrain negotiation ability of a tank, the M2 Halftrack served as a primary support vehicle for the US Army during the Korean War. It was used to transport personnel and equipment, and its ability to traverse rough terrain made it a valuable asset.

Country of origin	United States
Length	10.1 m
Width	2.1 m
Height	1.2 m
Weight	4,000 kg
Max speed	48 km/h
Max range	210 km

## Tracked Vehicles

### Panzer III (GER)



The Panzer III was a medium tank developed by Germany during the 1930s. It was designed to be a versatile tank, capable of both offensive and defensive operations. It was the first German tank to feature a turret-mounted main gun.

Country of origin	Germany
Length	10.1 m
Width	2.1 m
Height	1.2 m
Weight	15,000 kg
Max speed	48 km/h
Max range	210 km

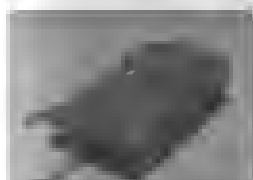
### SdKfz 251 Ausf A (GER)



The SdKfz 251 Ausf A was a German half-track used primarily as an armored transport vehicle. It was designed to be a versatile vehicle, capable of both offensive and defensive operations. It was the first German half-track to feature a turret-mounted main gun.

Country of origin	Germany
Length	10.1 m
Width	2.1 m
Height	1.2 m
Weight	4,000 kg
Max speed	48 km/h
Max range	210 km

### Panzer V, 'Panther' (GER)



The Panzer V, 'Panther', was a medium tank developed by Germany during the 1940s. It was designed to be a versatile tank, capable of both offensive and defensive operations. It was the first German tank to feature a turret-mounted main gun.

Country of origin	Germany
Length	10.1 m
Width	2.1 m
Height	1.2 m
Weight	15,000 kg
Max speed	48 km/h
Max range	210 km

## Panzer VI Ausf E, 'Tiger' (GER)



The Tiger is a German wheeled, a huge to behold of a tank. It is dreadfully expensive to produce, but it capable of dominating the battlefield with its armor, gun and primary equipment. The only real weakness it has are that it is a bit slow, and the tracks are vulnerable to assault from below.

Country of Origin	Germany
Length	33.6 m
Width	3.7 m
Height	2.34 m
Weight	54,000 kg
Max. Speed	34 kph
Max. Crew	5

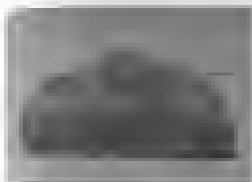
## ISU 152 (USSR)



The ISU 152 is a self-propelled gun. It is actually a huge 152mm howitzer mounted with a tank chassis. It is a tank destroyer, but it is a tank killer, and as long range support, being able to kill a 40-ton tank at 1000m.

Country of Origin	Russia
Length	12.8 m
Width	3.7 m
Height	2.4 m
Weight	40,000 kg
Max. Speed	44 kph
Max. Crew	5

## M4A2 Sherman/Sherman III (US/GB)

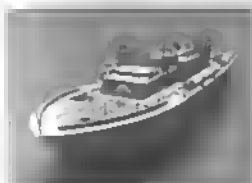


The M4A2 is a medium series of medium tank. It has been the most common in the war. The M4A2 was produced in large numbers with the first being built in 1942. The M4A2 entered into the war.

Country of Origin	United States
Length	33.6 m
Width	3.7 m
Height	2.34 m
Weight	41,000 kg
Max. Speed	34 kph
Max. Crew	6

## Boats and Ships

### PT Boat (78' Higgins) (US/GB)



The PT Boat (Higgins) is a fast boat. It was built before the war. A fast, light and agile of both patrol and assault. In action, the PT boat has a number of weaknesses. The Higgins 78' is a specialized as a war boat.

Country of Origin	United States
Length	24.0 m
Width	6.1 m
Height	1.8 m
Weight	11,000 kg
Max. Speed	40 knots
Max. Crew	11



## Submersibles

### SBS Mini-submarine (GB)



The precise details of this vehicle – also called 'All that can be and all that is' – mini-submarine can be used for to move troops quickly while underwater, allowing them to make covert insertions from a shorter distance.

Country of Origin	Great Britain
Length	*CLASSIFIED*
Width	*CLASSIFIED*
Height	*CLASSIFIED*
Weight	*CLASSIFIED*
Max. Speed	*CLASSIFIED*
Max. Crew	*CLASSIFIED*

## Aircraft

### Messerschmitt BF 109 E (GER)



An iconic participant in the German Civil War, the BF109 has been around for a while. The Model B has been the standard Luftwaffe fighter throughout the war. They are fast planes in a climb, fairly precise, nimble, but can be rather tricky during takeoffs and at high speed.

Country of Origin	Germany
Length	8.64 m
Wingspan	10.87 m
Height	3.60 m
Weight	2,600 kg
Max. Speed	365 mph
Max. Crew	1

### Junkers Ju 52, 'Tante Ju' (GER)



A transport triplane with a long history, the Ju 52 is a workhorse of the Luftwaffe. It has been used to transport supplies, troops, paratroopers, has been called a 'flying truck', and has even been modified to operate as a bomber. It normally has only one, not being a real machine-gun for defense purposes, though it is equipped with 11 machine-guns.

Country of Origin	Germany
Length	17.00 m
Wingspan	20.21 m
Height	4.50 m
Weight	6,500 kg
Max. Speed	240 mph
Max. Crew	5 or 10 passengers

### Junkers Ju 87, 'Stuka' (GER)



The 'Stuka' dive bomber has been one of Germany's most iconic war planes during the early war. Designed specifically built into the elite crack unit of 'Luftwaffe' who bring 'thunk and dive on the target' as has been a classic death drop that one plane has often stood in as a tank support and naval bombard.

Country of Origin	Germany
Length	11.1 m
Wingspan	11.0 m
Height	3.0 m
Weight	2,500 kg
Max. Speed	200 mph
Max. Crew	1

## Junkers Ju 88 (GER)



"One of the Luftwaffe's first and most versatile bombers, the Ju 88 has been around since before the war. It's a fast, strong bomber with a long range, capable of carrying a large load of bombs. Primarily used as a level bomber and close support, it can fly as fast as some fighters, but has the advantage of a bomber."

Country of Origin	Germany
Length	14.4 m
Wingspan	20.13 m
Height	7.46 m
Weight	1,000 kg
Max Speed	470 kph
Max Crew	4

## Macci MC.200 Saitta (ITA)



The MC.200 was Italy's first attempt to create a modern fighter plane. It was only partially successful. The Saitta is well, a mobile and a strong machine, but lacks the overall power and performance of the aircraft it is supposed to be a replacement for.

Country of Origin	Italy
Length	8.22 m
Wingspan	10.58 m
Height	2.10 m
Weight	1,000 kg
Max Speed	120 kph
Max Crew	1

## De Havilland Mosquito (GB)



The design of the Mosquito created a new Mosquito bomber was a fast, strong, and versatile machine, but it was a bomber that doesn't need guns, it can't show up on radar, and it's a fighter. The Mosquito can't catch up to it. The fact that it's a fast, strong, and versatile machine is a good thing, even better.

Country of Origin	Great Britain
Length	11.58 m
Wingspan	11.58 m
Height	5.5 m
Weight	1,000 kg
Max Speed	1,000 kph
Max Crew	4

## Supermarine Spitfire Mk. V (GB)



We can look at what he needed to win the Battle of Britain. German Ace Adolf Galland said, "Spitfire is probably one of the best fighters the world has ever seen. The Spitfire is a machine that is a strong, fast, maneuverable fighter that can outfly the day even if it's on a mission."

Country of Origin	Great Britain
Length	9.0 m
Wingspan	11.58 m
Height	2.10 m
Weight	1,000 kg
Max Speed	1,000 kph
Max Crew	1

# Douglas C-47 Skytrain (US/GB)



The C-47 Skytrain is the military version of the popular DC-3. It is used for every possible transportation task: shuttling troops, wounded, supplies, and paratroopers into and out of the front lines.

Country of Origin	USA
Length	29.66 m
Wingspan	27.1 m
Height	11.5 m
Weight	8,500 kg
Max. Speed	370 kph
Max. Crew	2 (1-28 passengers)

# Lavochkin La-5, 'Lavochka' (USSR)



Introduced during the battle of Stalingrad to counter the Luftwaffe, the La-5 fighter made a good showing. It is a good aircraft, but not remarkable. It is fast, and climbs fast, but is a bit hard to control.

Country of Origin	USSR
Length	10.41 m
Wingspan	11.8 m
Height	3.94 m
Weight	2,500 kg
Max. Speed	400 kph
Max. Crew	1

# NOTES



## CUSTOMER SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However, if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturer's technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows

**Contact Details:**

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- e-mail address, daytime telephone number or postal address
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing.

## System Details:

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card, 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Modem and device information.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

**NOTE:** PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

**OUR TECHNICAL SUPPORT CONTACT DETAILS:**

Post: Take 3 Interactive Technical Support  
Unit A, Sovereign Park  
Brenta Road  
Hartlepool  
TS25 1NN

**Telephones:** (0870) 1242322 / calls charged at national rate  
(7 days a week from 8am to 10pm (GMT) excluding bank holidays)

Fax: 01429 233874

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